

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — Boomyday12343

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

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

Filters: none

Count: 380

1.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: greedy

[Boomyday12343's solution](#)

2.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math

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3.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Boomyday12343's solution](#)

4.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · PyPy 3 (first AC) · Tags: greedy, implementation

[Boomyday12343's solution](#)

5.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math, number theory

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6.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings

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7.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: greedy, math

[Boomyday12343's solution](#)

8.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: sortings

[Boomyday12343's solution](#)

9.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Boomyday12343's solution](#)

**10.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, math

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**11.**

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

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**12.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, math, strings

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**13.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**14.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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**15.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Boomyday12343's solution](#)

**16.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,390 global accepts · Rating: 800 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

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**17.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[Boomyday12343's solution](#)

**18.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

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**19.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

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**20.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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**21.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy, math

[Boomyday12343's solution](#)

**22.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search

[Boomyday12343's solution](#)

**23.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Boomyday12343's solution](#)

**24.**

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Boomyday12343's solution](#)

**25.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Boomyday12343's solution](#)

**26.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Boomyday12343's solution](#)

**27.**

1979A

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

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

[Boomyday12343's solution](#)

**28.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: sortings

[Boomyday12343's solution](#)

**29.**

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: math

[Boomyday12343's solution](#)

**30.**

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Boomyday12343's solution](#)

**31.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Boomyday12343's solution](#)

**32.**

1956B

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

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

[Boomyday12343's solution](#)

**33.**

1956A

[Nene's Game](#) · [Tutorial](#)

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

[Boomyday12343's solution](#)

**34.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · PyPy 3-64 (first AC) · Tags: greedy, math

[Boomyday12343's solution](#)

**35.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

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

[Boomyday12343's solution](#)

**36.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-15 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Boomyday12343's solution](#)

**37.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2023-05-11 · PyPy 3-64 (first AC) · Tags: implementation

[Boomyday12343's solution](#)

**38.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2023-05-11 · PyPy 3-64 (first AC) · Tags: brute force

[Boomyday12343's solution](#)

**39.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2023-05-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[Boomyday12343's solution](#)

**40.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-05 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math

[Boomyday12343's solution](#)

**41.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-05-01 · PyPy 3 (first AC) · Tags: implementation

[Boomyday12343's solution](#)

**42.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,340 global accepts · Rating: 800 · first AC: 2023-04-30 · PyPy 3 (first AC) · Tags: implementation

[Boomyday12343's solution](#)

**43.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Boomyday12343's solution](#)

**44.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: math

[Boomyday12343's solution](#)

**45.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Boomyday12343's solution](#)

**46.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Boomyday12343's solution](#)

**47.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Boomyday12343's solution](#)

**48.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: math

[Boomyday12343's solution](#)

**49.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Boomyday12343's solution](#)

**50.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: math

[Boomyday12343's solution](#)

**51.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Boomyday12343's solution](#)

**52.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,540 global accepts · Rating: 800 · first AC: 2023-04-14 · PyPy 3-64 (first AC) · Tags: number theory

[Boomyday12343's solution](#)

**53.**

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Boomyday12343's solution](#)

**54.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: strings

[Boomyday12343's solution](#)

**55.**

1758A

[SSeeeiinnngg DDoouublllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[Boomyday12343's solution](#)

**56.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, number theory

[Boomyday12343's solution](#)

**57.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: implementation

[Boomyday12343's solution](#)

**58.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[Boomyday12343's solution](#)

**59.**

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · PyPy 3-64 (first AC) · Tags: greedy, math

[Boomyday12343's solution](#)

**60.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

[Boomyday12343's solution](#)

**61.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[Boomyday12343's solution](#)

**62.**

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-08 · PyPy 3 (first AC) · Tags: constructive algorithms, math, sortings

[Boomyday12343's solution](#)

**63.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[Boomyday12343's solution](#)

**64.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-20 · PyPy 3-64 (first AC) · Tags: implementation

[Boomyday12343's solution](#)

**65.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2021-12-22 · PyPy 3-64 (first AC) · Tags: implementation

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**66.**

71A

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

Quality: 503,384 global accepts · Rating: 800 · first AC: 2021-12-22 · PyPy 3-64 (first AC) · Tags: strings

[Boomyday12343's solution](#)

**67.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Boomyday12343's solution](#)

**68.**

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: games, greedy

[Boomyday12343's solution](#)

**69.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings

[Boomyday12343's solution](#)

**70.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Boomyday12343's solution](#)

**71.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Boomyday12343's solution](#)

**72.**

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Boomyday12343's solution](#)

**73.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: implementation, math

[Boomyday12343's solution](#)

**74.**

1954A

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

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

[Boomyday12343's solution](#)

**75.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, math,

number theory

[Boomyday12343's solution](#)

**76.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Boomyday12343's solution](#)

**77.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2023-04-26 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math

[Boomyday12343's solution](#)

**78.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: implementation

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**79.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, matrices

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**80.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2023-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Boomyday12343's solution](#)

**81.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Boomyday12343's solution](#)

**82.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · PyPy 3 (first AC) · Tags: greedy, math

[Boomyday12343's solution](#)

**83.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2021-12-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[Boomyday12343's solution](#)

**84.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2021-09-23 · PyPy 3 (first AC) · Tags: strings

[Boomyday12343's solution](#)

**85.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy

[Boomyday12343's solution](#)

**86.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Boomyday12343's solution](#)

**87.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[Boomyday12343's solution](#)

**88.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy

[Boomyday12343's solution](#)

**89.**

1816B

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

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

[Boomyday12343's solution](#)

**90.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[Boomyday12343's solution](#)

**91.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2021-12-22 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Boomyday12343's solution](#)

**92.**

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation, math

[Boomyday12343's solution](#)

**93.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[Boomyday12343's solution](#)

**94.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Boomyday12343's solution](#)

**95.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Boomyday12343's solution](#)

**96.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[Boomyday12343's solution](#)

**97.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy,

implementation

[Boomyday12343's solution](#)

**98.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[Boomyday12343's solution](#)

**99.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Boomyday12343's solution](#)

**100.**

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2023-04-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Boomyday12343's solution](#)

**101.**

296A

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

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2023-04-14 · PyPy 3-64 (first AC) · Tags: greedy, math

[Boomyday12343's solution](#)

**102.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Boomyday12343's solution](#)

**103.**

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Boomyday12343's solution](#)

**104.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Boomyday12343's solution](#)

**105.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings, strings

[Boomyday12343's solution](#)

**106.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Boomyday12343's solution](#)

**107.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Boomyday12343's solution](#)

**108.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Boomyday12343's solution](#)

### 109.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Boomyday12343's solution](#)

### 110.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Boomyday12343's solution](#)

### 111.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Boomyday12343's solution](#)

### 112.

1954C

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

Quality: 22,749 global accepts · Rating: 1200 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Boomyday12343's solution](#)

### 113.

1954B

[Make It Ugly](#) · [Tutorial](#)

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

[Boomyday12343's solution](#)

### 114.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[Boomyday12343's solution](#)

### 115.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2023-05-03 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Boomyday12343's solution](#)

### 116.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2023-05-02 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Boomyday12343's solution](#)

### 117.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Boomyday12343's solution](#)

### 118.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2023-04-14 · PyPy 3-64 (first AC) · Tags: math

[Boomyday12343's solution](#)

**119.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, two pointers

[Boomyday12343's solution](#)

**120.**

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2022-12-31 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Boomyday12343's solution](#)

**121.**

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2021-09-30 · PyPy 3 (first AC) · Tags: brute force, greedy

[Boomyday12343's solution](#)

**122.**

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy

[Boomyday12343's solution](#)

**123.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Boomyday12343's solution](#)

**124.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Boomyday12343's solution](#)

**125.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Boomyday12343's solution](#)

**126.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Boomyday12343's solution](#)

**127.**

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[Boomyday12343's solution](#)

**128.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math

[Boomyday12343's solution](#)

**129.**

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

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

[Boomyday12343's solution](#)

**130.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Boomyday12343's solution](#)

**131.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Boomyday12343's solution](#)

**132.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[Boomyday12343's solution](#)

**133.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: geometry, math

[Boomyday12343's solution](#)

**134.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[Boomyday12343's solution](#)

**135.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-01 · PyPy 3 (first AC) · Tags: combinatorics, math, number theory

[Boomyday12343's solution](#)

**136.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[Boomyday12343's solution](#)

**137.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[Boomyday12343's solution](#)

**138.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[Boomyday12343's solution](#)

**139.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Boomyday12343's solution](#)

**140.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Boomyday12343's solution](#)

**141.**

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2023-04-17 · last AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Boomyday12343's solution](#)

**142.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2023-04-13 · Python 3 (first AC) · Tags: binary search, greedy, math, sortings

[Boomyday12343's solution](#)

**143.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Boomyday12343's solution](#)

**144.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Boomyday12343's solution](#)

**145.**

2008E

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

Quality: 13,229 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Boomyday12343's solution](#)

**146.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Boomyday12343's solution](#)

**147.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Boomyday12343's solution](#)

**148.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Boomyday12343's solution](#)

**149.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[Boomyday12343's solution](#)

**150.**

1818C

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

Rating: 1500 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy

[Boomyday12343's solution](#)

**151.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers

[Boomyday12343's solution](#)

**152.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[Boomyday12343's solution](#)

**153.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: dp

[Boomyday12343's solution](#)

**154.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Boomyday12343's solution](#)

**155.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Boomyday12343's solution](#)

**156.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Boomyday12343's solution](#)

**157.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, implementation, math

[Boomyday12343's solution](#)

**158.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: binary search, dp, two pointers

[Boomyday12343's solution](#)

**159.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math

[Boomyday12343's solution](#)

**160.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[Boomyday12343's solution](#)

**161.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Boomyday12343's solution](#)

**162.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Boomyday12343's solution](#)

**163.**

1956C

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

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

[Boomyday12343's solution](#)

**164.**

1849C

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

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

[Boomyday12343's solution](#)

**165.**

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Boomyday12343's solution](#)

**166.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2022-12-31 · PyPy 3-64 (first AC) · Tags: binary search, brute force

[Boomyday12343's solution](#)

**167.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: math, number theory

[Boomyday12343's solution](#)

**168.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, flows, math

[Boomyday12343's solution](#)

**169.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Boomyday12343's solution](#)

**170.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Boomyday12343's solution](#)

**171.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Boomyday12343's solution](#)

**172.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Boomyday12343's solution](#)

**173.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[Boomyday12343's solution](#)

**174.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math

[Boomyday12343's solution](#)

**175.**

1849D

[Array Painting](#) · [Tutorial](#)

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

[Boomyday12343's solution](#)

**176.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Boomyday12343's solution](#)

**177.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-05-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Boomyday12343's solution](#)

**178.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-07 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Boomyday12343's solution](#)

**179.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-07 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy

[Boomyday12343's solution](#)

**180.**

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Boomyday12343's solution](#)

**181.**

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Boomyday12343's solution](#)

**182.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[Boomyday12343's solution](#)

**183.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-04-16 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[Boomyday12343's solution](#)

**184.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-09-23 · PyPy 3 (first AC) · Tags: implementation

[Boomyday12343's solution](#)

**185.**

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Boomyday12343's solution](#)

**186.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy

[Boomyday12343's solution](#)

**187.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[Boomyday12343's solution](#)

**188.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Boomyday12343's solution](#)

**189.**

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Boomyday12343's solution](#)

**190.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Boomyday12343's solution](#)

**191.**

1979D

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

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Boomyday12343's solution](#)

**192.**

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Boomyday12343's solution](#)

**193.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Boomyday12343's solution](#)

**194.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Boomyday12343's solution](#)

**195.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings

[Boomyday12343's solution](#)

**196.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Boomyday12343's solution](#)

**197.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Boomyday12343's solution](#)

**198.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2023-05-03 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures

[Boomyday12343's solution](#)

**199.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Boomyday12343's solution](#)

**200.**

1782D

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

Rating: 1800 · first AC: 2023-04-16 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[Boomyday12343's solution](#)

**201.**

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2023-04-13 · last AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, number theory

[Boomyday12343's solution](#)

**202.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: binary search, dp

[Boomyday12343's solution](#)

**203.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Boomyday12343's solution](#)

**204.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Boomyday12343's solution](#)

**205.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-04-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Boomyday12343's solution](#)

**206.**

1475D

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

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Boomyday12343's solution](#)

**207.**

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Boomyday12343's solution](#)

**208.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Boomyday12343's solution](#)

**209.**

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2023-04-11 · PyPy 3-64 (first AC) · Tags: greedy

[Boomyday12343's solution](#)

**210.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Boomyday12343's solution](#)

**211.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Boomyday12343's solution](#)

**212.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Boomyday12343's solution](#)

**213.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Boomyday12343's solution](#)

**214.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Boomyday12343's solution](#)

**215.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Boomyday12343's solution](#)

**216.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Boomyday12343's solution](#)

**217.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Boomyday12343's solution](#)

**218.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Boomyday12343's solution](#)

**219.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Boomyday12343's solution](#)

**220.**

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Boomyday12343's solution](#)

**221.**

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Boomyday12343's solution](#)

**222.**

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Boomyday12343's solution](#)

**223.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Boomyday12343's solution](#)

**224.**

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math

[Boomyday12343's solution](#)

**225.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Boomyday12343's solution](#)

**226.**

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Boomyday12343's solution](#)

**227.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[Boomyday12343's solution](#)

**228.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Boomyday12343's solution](#)

**229.**

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, strings

[Boomyday12343's solution](#)

**230.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[Boomyday12343's solution](#)

**231.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-04-16 · PyPy 3-64 (first AC) · Tags: data structures, dp, geometry, shortest paths

[Boomyday12343's solution](#)

**232.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2023-04-16 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Boomyday12343's solution](#)

**233.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2023-04-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings

[Boomyday12343's solution](#)

**234.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Boomyday12343's solution](#)

**235.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy

[Boomyday12343's solution](#)

**236.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · last AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Boomyday12343's solution](#)

**237.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Boomyday12343's solution](#)

**238.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[Boomyday12343's solution](#)

**239.**

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Boomyday12343's solution](#)

**240.**

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Boomyday12343's solution](#)

**241.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Boomyday12343's solution](#)

**242.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: binary search

[Boomyday12343's solution](#)

**243.**

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[Boomyday12343's solution](#)

**244.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy

[Boomyday12343's solution](#)

**245.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Boomyday12343's solution](#)

**246.**

1988D

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

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Boomyday12343's solution](#)

**247.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Boomyday12343's solution](#)

**248.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Boomyday12343's solution](#)

**249.**

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Boomyday12343's solution](#)

**250.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Boomyday12343's solution](#)

**251.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Boomyday12343's solution](#)

**252.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Boomyday12343's solution](#)

**253.**

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Boomyday12343's solution](#)

**254.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Boomyday12343's solution](#)

**255.**

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Boomyday12343's solution](#)

**256.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Boomyday12343's solution](#)

**257.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: data structures, sortings

[Boomyday12343's solution](#)

**258.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2023-04-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Boomyday12343's solution](#)

**259.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Boomyday12343's solution](#)

**260.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-04-19 · last AC: 2023-04-19 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[Boomyday12343's solution](#)

**261.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Boomyday12343's solution](#)

**262.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Boomyday12343's solution](#)

**263.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2023-04-16 · PyPy 3-64 (first AC) · Tags: math

[Boomyday12343's solution](#)

**264.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Boomyday12343's solution](#)

**265.**

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Boomyday12343's solution](#)

**266.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Boomyday12343's solution](#)

**267.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Boomyday12343's solution](#)

**268.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Boomyday12343's solution](#)

**269.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Boomyday12343's solution](#)

**270.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Boomyday12343's solution](#)

**271.**

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Boomyday12343's solution](#)

**272.**

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Boomyday12343's solution](#)

**273.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[Boomyday12343's solution](#)

**274.**

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, math

[Boomyday12343's solution](#)

**275.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Boomyday12343's solution](#)

**276.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Boomyday12343's solution](#)

**277.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Boomyday12343's solution](#)

**278.**

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math

[Boomyday12343's solution](#)

**279.**

1778D

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

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Boomyday12343's solution](#)

**280.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Boomyday12343's solution](#)

**281.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Boomyday12343's solution](#)

**282.**

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-03 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Boomyday12343's solution](#)

**283.**

1808D

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

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two

pointers

[Boomyday12343's solution](#)

**284.**

1811G1

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

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Boomyday12343's solution](#)

**285.**

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Boomyday12343's solution](#)

**286.**

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Boomyday12343's solution](#)

**287.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Boomyday12343's solution](#)

**288.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Boomyday12343's solution](#)

**289.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp

[Boomyday12343's solution](#)

**290.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2200 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Boomyday12343's solution](#)

**291.**

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Boomyday12343's solution](#)

**292.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Boomyday12343's solution](#)

**293.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Boomyday12343's solution](#)

## 294.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Boomyday12343's solution](#)

## 295.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Boomyday12343's solution](#)

## 296.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Boomyday12343's solution](#)

## 297.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Boomyday12343's solution](#)

## 298.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Boomyday12343's solution](#)

## 299.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[Boomyday12343's solution](#)

## 300.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Boomyday12343's solution](#)

## 301.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Boomyday12343's solution](#)

## 302.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math, ternary search

[Boomyday12343's solution](#)

## 303.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing,

implementation, trees

[Boomyday12343's solution](#)

**304.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Boomyday12343's solution](#)

**305.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Boomyday12343's solution](#)

**306.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: dp

[Boomyday12343's solution](#)

**307.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-05-07 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp

[Boomyday12343's solution](#)

**308.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-05-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Boomyday12343's solution](#)

**309.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Boomyday12343's solution](#)

**310.**

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[Boomyday12343's solution](#)

**311.**

1811G2

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

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Boomyday12343's solution](#)

**312.**

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Boomyday12343's solution](#)

**313.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy,

math, sortings

[Boomyday12343's solution](#)

**314.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Boomyday12343's solution](#)

**315.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Boomyday12343's solution](#)

**316.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Boomyday12343's solution](#)

**317.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Boomyday12343's solution](#)

**318.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Boomyday12343's solution](#)

**319.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Boomyday12343's solution](#)

**320.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Boomyday12343's solution](#)

**321.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Boomyday12343's solution](#)

**322.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Boomyday12343's solution](#)

**323.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Boomyday12343's solution](#)

**324.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Boomyday12343's solution](#)

**325.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Boomyday12343's solution](#)

**326.**

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Boomyday12343's solution](#)

**327.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Boomyday12343's solution](#)

**328.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Boomyday12343's solution](#)

**329.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Boomyday12343's solution](#)

**330.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Boomyday12343's solution](#)

**331.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Boomyday12343's solution](#)

**332.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Boomyday12343's solution](#)

**333.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Boomyday12343's solution](#)

### 334.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-04-23 · last AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Boomyday12343's solution](#)

### 335.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: brute force, dp

[Boomyday12343's solution](#)

### 336.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Boomyday12343's solution](#)

### 337.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[Boomyday12343's solution](#)

### 338.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Boomyday12343's solution](#)

### 339.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Boomyday12343's solution](#)

### 340.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Boomyday12343's solution](#)

### 341.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Boomyday12343's solution](#)

### 342.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Boomyday12343's solution](#)

### 343.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs, number theory, two pointers

[Boomyday12343's solution](#)

**344.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Boomyday12343's solution](#)

**345.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Boomyday12343's solution](#)

**346.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Boomyday12343's solution](#)

**347.**

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[Boomyday12343's solution](#)

**348.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Boomyday12343's solution](#)

**349.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Boomyday12343's solution](#)

**350.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Boomyday12343's solution](#)

**351.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Boomyday12343's solution](#)

**352.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Boomyday12343's solution](#)

**353.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Boomyday12343's solution](#)

**354.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Boomyday12343's solution](#)

**355.**

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Boomyday12343's solution](#)

**356.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Boomyday12343's solution](#)

**357.**

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Boomyday12343's solution](#)

**358.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Boomyday12343's solution](#)

**359.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Boomyday12343's solution](#)

**360.**

1990E1

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

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Boomyday12343's solution](#)

**361.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Boomyday12343's solution](#)

**362.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Boomyday12343's solution](#)

**363.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: brute force, dp, games, graphs, math

[Boomyday12343's solution](#)

**364.**

1990E2

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Boomyday12343's solution](#)

**365.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Boomyday12343's solution](#)

**366.**

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[Boomyday12343's solution](#)

**367.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-03 · PyPy 3 (first AC) · Tags: dp, graphs, math, probabilities, trees

[Boomyday12343's solution](#)

**368.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Boomyday12343's solution](#)

**369.**

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Boomyday12343's solution](#)

**370.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-05-04 · PyPy 3 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Boomyday12343's solution](#)

**371.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-02 · PyPy 3 (first AC) · Tags: constructive algorithms, games, implementation

[Boomyday12343's solution](#)

**372.**

1993F2

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Boomyday12343's solution](#)

**373.**

1979F

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

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Boomyday12343's solution](#)

**374.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: —

[Boomyday12343's solution](#)

**375.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: \*special

[Boomyday12343's solution](#)

**376.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-03 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[Boomyday12343's solution](#)

**377.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[Boomyday12343's solution](#)

**378.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: \*special, brute force, implementation

[Boomyday12343's solution](#)

**379.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[Boomyday12343's solution](#)

**380.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: \*special, expression parsing, strings

[Boomyday12343's solution](#)