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Unique solved — CAELO

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50A

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Quality: 318,811 global accepts · Rating: 800 · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: greedy, math

[CAELO's solution](#)

109.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: *special, implementation

[CAELO's solution](#)

110.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: brute force, greedy

[CAELO's solution](#)

111.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: strings

[CAELO's solution](#)

112.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: brute force, math

[CAELO's solution](#)

113.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,577 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[CAELO's solution](#)

114.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,410 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CAELO's solution](#)

115.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[CAELO's solution](#)

116.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CAELO's solution](#)

117.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[CAELO's solution](#)

118.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CAELO's solution](#)

119.

2085A

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

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[CAELO's solution](#)

120.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[CAELO's solution](#)

121.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CAELO's solution](#)

122.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[CAELO's solution](#)

123.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[CAELO's solution](#)

124.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CAELO's solution](#)

125.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CAELO's solution](#)

126.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CAELO's solution](#)

127.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-02 · PyPy 3-64 (first AC) · Tags: implementation, math

[CAELO's solution](#)

128.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation

[CAELO's solution](#)

129.

1699B

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

Quality: 21,695 global accepts · Rating: 900 · first AC: 2022-07-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[CAELO's solution](#)

130.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[CAELO's solution](#)

131.

1675B

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

Quality: 43,306 global accepts · Rating: 900 · first AC: 2022-05-05 · PyPy 3 (first AC) · Tags: greedy, implementation

[CAELO's solution](#)

132.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2021-07-12 · PyPy 3 (first AC) · Tags: greedy

[CAELO's solution](#)

133.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2021-07-10 · PyPy 3 (first AC) · Tags: strings

[CAELO's solution](#)

134.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[CAELO's solution](#)

135.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-07 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[CAELO's solution](#)

136.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2021-07-04 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[CAELO's solution](#)

137.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,713 global accepts · Rating: 900 · first AC: 2021-07-02 · PyPy 3 (first AC) · Tags: brute force, dp, implementation

[CAELO's solution](#)

138.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2021-07-01 · PyPy 3 (first AC) · Tags: implementation

[CAELO's solution](#)

139.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: math

[CAELO's solution](#)

140.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: greedy, sortings

[CAELO's solution](#)

141.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: implementation, strings

[CAELO's solution](#)

142.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CAELO's solution](#)

143.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[CAELO's solution](#)

144.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[CAELO's solution](#)

145.

2093C

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

Quality: 30,852 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CAELO's solution](#)

146.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CAELO's solution](#)

147.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[CAELO's solution](#)

148.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[CAELO's solution](#)

149.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CAELO's solution](#)

150.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[CAELO's solution](#)

151.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CAELO's solution](#)

152.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[CAELO's solution](#)

153.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[CAELO's solution](#)

154.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · PyPy 3 (first AC) · Tags: combinatorics, implementation, strings

[CAELO's solution](#)

155.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,303 global accepts · Rating: 1000 · first AC: 2021-07-04 · PyPy 3 (first AC) · Tags: brute force, math

[CAELO's solution](#)

156.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: implementation, strings

[CAELO's solution](#)

157.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,835 global accepts · Rating: 1000 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: brute force, number theory

[CAELO's solution](#)

158.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: greedy, strings

[CAELO's solution](#)

159.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: implementation, math

[CAELO's solution](#)

160.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: implementation, strings

[CAELO's solution](#)

161.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: math

[CAELO's solution](#)

162.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-29 · PyPy 3 (first AC) · Tags: combinatorics, geometry, greedy, math

[CAELO's solution](#)

163.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[CAELO's solution](#)

164.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[CAELO's solution](#)

165.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[CAELO's solution](#)

166.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · last AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CAELO's solution](#)

167.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,870 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[CAELO's solution](#)

168.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[CAELO's solution](#)

169.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[CAELO's solution](#)

170.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CAELO's solution](#)

171.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[CAELO's solution](#)

172.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[CAELO's solution](#)

173.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[CAELO's solution](#)

174.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[CAELO's solution](#)

175.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[CAELO's solution](#)

176.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[CAELO's solution](#)

177.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-16 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[CAELO's solution](#)

178.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[CAELO's solution](#)

179.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[CAELO's solution](#)

180.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · PyPy 3 (first AC) · Tags: implementation

[CAELO's solution](#)

181.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[CAELO's solution](#)

182.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2021-07-02 · PyPy 3 (first AC) · Tags: *special, greedy, implementation

[CAELO's solution](#)

183.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[CAELO's solution](#)

184.

2210C1

[A Simple GCD Problem \(Easy Version\) · Tutorial](#)

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[CAELO's solution](#)

185.

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

[CAELO's solution](#)

186.

2094E

[Boneca Ambalabu · Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[CAELO's solution](#)

187.

2091D

[Place of the Olympiad · Tutorial](#)

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[CAELO's solution](#)

188.

2085B

[Serval and Final MEX · Tutorial](#)

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[CAELO's solution](#)

189.

1990B

[Array Craft · Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CAELO's solution](#)

190.

1979C

[Earning on Bets · Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[CAELO's solution](#)

191.

1729D

[Friends and the Restaurant · Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[CAELO's solution](#)

192.

1720C

[Corners · Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CAELO's solution](#)

193.

1704C

[Virus · Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[CAELO's solution](#)

194.

1692E

[Binary Deque · Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-16 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers
[CAELO's solution](#)

195.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-17 · PyPy 3-64 (first AC) · Tags: data structures, implementation
[CAELO's solution](#)

196.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, sortings
[CAELO's solution](#)

197.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: brute force, implementation, math, number theory
[CAELO's solution](#)

198.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[CAELO's solution](#)

199.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[CAELO's solution](#)

200.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[CAELO's solution](#)

201.

2108B

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

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[CAELO's solution](#)

202.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[CAELO's solution](#)

203.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · last AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers
[CAELO's solution](#)

204.

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[CAELO's solution](#)

205.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[CAELO's solution](#)

206.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[CAELO's solution](#)

207.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[CAELO's solution](#)

208.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CAELO's solution](#)

209.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[CAELO's solution](#)

210.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2022-06-16 · PyPy 3-64 (first AC) · Tags: brute force, math

[CAELO's solution](#)

211.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[CAELO's solution](#)

212.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[CAELO's solution](#)

213.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,775 global accepts · Rating: 1300 · first AC: 2022-05-05 · PyPy 3 (first AC) · Tags: graphs, implementation, trees

[CAELO's solution](#)

214.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,900 global accepts · Rating: 1300 · first AC: 2021-07-17 · PyPy 3 (first AC) · Tags: brute force

[CAELO's solution](#)

215.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,661 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[CAELO's solution](#)

216.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[CAELO's solution](#)

217.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[CAELO's solution](#)

218.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[CAELO's solution](#)

219.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[CAELO's solution](#)

220.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CAELO's solution](#)

221.

1721C

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

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[CAELO's solution](#)

222.

1719C

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

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

[CAELO's solution](#)

223.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[CAELO's solution](#)

224.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: dp, flows, greedy, implementation

[CAELO's solution](#)

225.

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, two pointers

[CAELO's solution](#)

226.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-06-16 · PyPy 3-64 (first AC) · Tags: data structures, dp, sortings, two pointers

[CAELO's solution](#)

227.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · last AC: 2022-05-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[CAELO's solution](#)

228.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[CAELO's solution](#)

229.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[CAELO's solution](#)

230.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[CAELO's solution](#)

231.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[CAELO's solution](#)

232.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[CAELO's solution](#)

233.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[CAELO's solution](#)

234.

2205C

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

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[CAELO's solution](#)

235.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[CAELO's solution](#)

236.

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

[CAELO's solution](#)

237.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[CAELO's solution](#)

238.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[CAELO's solution](#)

239.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[CAELO's solution](#)

240.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[CAELO's solution](#)

241.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[CAELO's solution](#)

242.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[CAELO's solution](#)

243.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CAELO's solution](#)

244.

1676H2

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

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[CAELO's solution](#)

245.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-05 · PyPy 3 (first AC) · Tags: dsu, greedy, strings

[CAELO's solution](#)

246.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory
[CAELO's solution](#)

247.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · last AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[CAELO's solution](#)

248.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,416 global accepts · Rating: 1600 · first AC: 2025-04-14 · last AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CAELO's solution](#)

249.

2085C

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

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[CAELO's solution](#)

250.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[CAELO's solution](#)

251.

1702E

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

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[CAELO's solution](#)

252.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[CAELO's solution](#)

253.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[CAELO's solution](#)

254.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[CAELO's solution](#)

255.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[CAELO's solution](#)

256.

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

[CAELO's solution](#)

257.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[CAELO's solution](#)

258.

2094G

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

Quality: 7,850 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[CAELO's solution](#)

259.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[CAELO's solution](#)

260.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[CAELO's solution](#)

261.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[CAELO's solution](#)

262.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[CAELO's solution](#)

263.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[CAELO's solution](#)

264.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[CAELO's solution](#)

265.

1700C

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

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[CAELO's solution](#)

266.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[CAELO's solution](#)

267.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · PyPy 3 (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[CAELO's solution](#)

268.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CAELO's solution](#)

269.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1800 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CAELO's solution](#)

270.

2106E

[Wolf](#) · [Tutorial](#)

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

[CAELO's solution](#)

271.

2093F

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

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[CAELO's solution](#)

272.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[CAELO's solution](#)

273.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[CAELO's solution](#)

274.

1979D

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

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[CAELO's solution](#)

275.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[CAELO's solution](#)

276.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[CAELO's solution](#)

277.

1729E

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

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[CAELO's solution](#)

278.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[CAELO's solution](#)

279.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[CAELO's solution](#)

280.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[CAELO's solution](#)

281.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[CAELO's solution](#)

282.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · PyPy 3 (first AC) · Tags: dfs and similar, dp, greedy, trees

[CAELO's solution](#)

283.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation

[CAELO's solution](#)

284.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 1900 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[CAELO's solution](#)

285.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[CAELO's solution](#)

286.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[CAELO's solution](#)

287.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
[CAELO's solution](#)

288.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-14 · last AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[CAELO's solution](#)

289.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[CAELO's solution](#)

290.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[CAELO's solution](#)

291.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings
[CAELO's solution](#)

292.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[CAELO's solution](#)

293.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math
[CAELO's solution](#)

294.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[CAELO's solution](#)

295.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[CAELO's solution](#)

296.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math
[CAELO's solution](#)

297.

1718A2

[Burenka and Traditions \(hard version\) · Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[CAELO's solution](#)

298.

1714F

[Build a Tree and That Is It · Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[CAELO's solution](#)

299.

1704D

[Magical Array · Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[CAELO's solution](#)

300.

1701D

[Permutation Restoration · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[CAELO's solution](#)

301.

1700D

[River Locks · Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, math
[CAELO's solution](#)

302.

1679D

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

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[CAELO's solution](#)

303.

2217E

[Definitely Larger · Tutorial](#)

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[CAELO's solution](#)

304.

895C

[Square Subsets · Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[CAELO's solution](#)

305.

2103D

[Local Construction · Tutorial](#)

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · last AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[CAELO's solution](#)

306.

2085D

[Serval and Kaitenzushi Buffet · Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[CAELO's solution](#)

307.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[CAELO's solution](#)

308.

1988D

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

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[CAELO's solution](#)

309.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[CAELO's solution](#)

310.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[CAELO's solution](#)

311.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[CAELO's solution](#)

312.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy

[CAELO's solution](#)

313.

1674G

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs

[CAELO's solution](#)

314.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2022-05-02 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[CAELO's solution](#)

315.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[CAELO's solution](#)

316.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[CAELO's solution](#)

317.

2107D

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

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[CAELO's solution](#)

318.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[CAELO's solution](#)

319.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[CAELO's solution](#)

320.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[CAELO's solution](#)

321.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[CAELO's solution](#)

322.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[CAELO's solution](#)

323.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[CAELO's solution](#)

324.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[CAELO's solution](#)

325.

2085E

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

Quality: 3,154 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[CAELO's solution](#)

326.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force,

constructive algorithms, dp, graphs, implementation, math

[CAELO's solution](#)

327.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[CAELO's solution](#)

328.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2300 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[CAELO's solution](#)

329.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-09 · last AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[CAELO's solution](#)

330.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[CAELO's solution](#)

331.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[CAELO's solution](#)

332.

1706E

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

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[CAELO's solution](#)

333.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy

[CAELO's solution](#)

334.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[CAELO's solution](#)

335.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[CAELO's solution](#)

336.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[CAELO's solution](#)

337.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[CAELO's solution](#)

338.

1979E

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

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

[CAELO's solution](#)

339.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[CAELO's solution](#)

340.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[CAELO's solution](#)

341.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[CAELO's solution](#)

342.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[CAELO's solution](#)

343.

1990E1

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

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[CAELO's solution](#)

344.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-06 · last AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[CAELO's solution](#)

345.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[CAELO's solution](#)

346.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[CAELO's solution](#)

347.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[CAELO's solution](#)

348.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[CAELO's solution](#)

349.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[CAELO's solution](#)

350.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[CAELO's solution](#)

351.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[CAELO's solution](#)

352.

1990E2

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[CAELO's solution](#)

353.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[CAELO's solution](#)

354.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[CAELO's solution](#)

355.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[CAELO's solution](#)

356.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[CAELO's solution](#)

357.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[CAELO's solution](#)

358.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CAELO's solution](#)

359.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: — · first AC: 2026-05-01 · last AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[CAELO's solution](#)

360.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[CAELO's solution](#)

361.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[CAELO's solution](#)

362.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[CAELO's solution](#)

363.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[CAELO's solution](#)

364.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[CAELO's solution](#)

365.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,417 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CAELO's solution](#)

366.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,482 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CAELO's solution](#)

367.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,944 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CAELO's solution](#)

368.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[CAELO's solution](#)

369.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[CAELO's solution](#)

370.

2226B

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

Quality: 10,121 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[CAELO's solution](#)

371.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CAELO's solution](#)

372.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[CAELO's solution](#)

373.

2225D

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

Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[CAELO's solution](#)

374.

2225B

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

Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[CAELO's solution](#)

375.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,373 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CAELO's solution](#)

376.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CAELO's solution](#)

377.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[CAELO's solution](#)

378.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[CAELO's solution](#)

379.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

[CAELO's solution](#)

380.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, communication

[CAELO's solution](#)

381.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[CAELO's solution](#)

382.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[CAELO's solution](#)

383.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[CAELO's solution](#)

384.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[CAELO's solution](#)

385.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[CAELO's solution](#)

386.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[CAELO's solution](#)

387.

101933G

[Game Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[CAELO's solution](#)

388.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, geometry

[CAELO's solution](#)

389.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[CAELO's solution](#)

390.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2025-04-03 · last AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, games, math

[CAELO's solution](#)

391.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[CAELO's solution](#)

392.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, strings

[CAELO's solution](#)

393.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[CAELO's solution](#)

394.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, number theory

[CAELO's solution](#)

395.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[CAELO's solution](#)

396.

2095F

[IS Cæb 0B \\$bICVø](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[CAELO's solution](#)

397.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, fft, math

[CAELO's solution](#)

398.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[CAELO's solution](#)

399.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force

[CAELO's solution](#)

400.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[CAELO's solution](#)

401.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,002 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive

[CAELO's solution](#)

402.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[CAELO's solution](#)

403.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures

[CAELO's solution](#)

404.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[CAELO's solution](#)

405.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules

[CAELO's solution](#)

406.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

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407.

1952A

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Quality: 14,102 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

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