

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

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# Unique solved — CTHOOH

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

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

Filters: none

Count: 996

1.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,989 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[CTHOOH's solution](#)

2.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[CTHOOH's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[CTHOOH's solution](#)

4.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[CTHOOH's solution](#)

5.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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6.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,074 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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7.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

8.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[CTHOOH's solution](#)

9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

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**10.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[CTHOOH's solution](#)

**11.**

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[CTHOOH's solution](#)

**12.**

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**13.**

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[CTHOOH's solution](#)

**14.**

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[CTHOOH's solution](#)

**15.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[CTHOOH's solution](#)

**16.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,356 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation

[CTHOOH's solution](#)

**17.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[CTHOOH's solution](#)

**18.**

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[CTHOOH's solution](#)

**19.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[CTHOOH's solution](#)

- 20.**  
2057A  
[MEX Table](#) · [Tutorial](#)  
Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[CTHOOH's solution](#)
- 21.**  
2049A  
[MEX Destruction](#) · [Tutorial](#)  
Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[CTHOOH's solution](#)
- 22.**  
2010B  
[Three Brothers](#) · [Tutorial](#)  
Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[CTHOOH's solution](#)
- 23.**  
2003B  
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)  
Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[CTHOOH's solution](#)
- 24.**  
2003A  
[Turtle and Good Strings](#) · [Tutorial](#)  
Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[CTHOOH's solution](#)
- 25.**  
2004A  
[Closest Point](#) · [Tutorial](#)  
Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[CTHOOH's solution](#)
- 26.**  
2000B  
[Seating in a Bus](#) · [Tutorial](#)  
Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: two pointers  
[CTHOOH's solution](#)
- 27.**  
2000A  
[Primary Task](#) · [Tutorial](#)  
Quality: 44,106 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings  
[CTHOOH's solution](#)
- 28.**  
2002A  
[Distanced Coloring](#) · [Tutorial](#)  
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[CTHOOH's solution](#)
- 29.**  
1991A  
[Maximize the Last Element](#) · [Tutorial](#)  
Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[CTHOOH's solution](#)
- 30.**  
1900A  
[Cover in Water](#) · [Tutorial](#)  
Quality: 64,096 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[CTHOOH's solution](#)

**31.**

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

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**32.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[CTHOOH's solution](#)

**33.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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**34.**

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[CTHOOH's solution](#)

**35.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**36.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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**37.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: sortings

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**38.**

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[CTHOOH's solution](#)

**39.**

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[CTHOOH's solution](#)

**40.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[CTHOOH's solution](#)

**41.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[CTHOOH's solution](#)

**42.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[CTHOOH's solution](#)

**43.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,498 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[CTHOOH's solution](#)

**44.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,437 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[CTHOOH's solution](#)

**45.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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**46.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**47.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

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**48.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

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**49.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**50.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**51.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[CTHOOH's solution](#)

**52.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[CTHOOH's solution](#)

**53.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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**54.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**55.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[CTHOOH's solution](#)

**56.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,213 global accepts · Rating: 800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[CTHOOH's solution](#)

**57.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,446 global accepts · Rating: 800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[CTHOOH's solution](#)

**58.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[CTHOOH's solution](#)

**59.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CTHOOH's solution](#)

**60.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**61.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**62.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[CTHOOH's solution](#)

**63.**

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[CTHOOH's solution](#)

**64.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[CTHOOH's solution](#)

**65.**

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[CTHOOH's solution](#)

**66.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[CTHOOH's solution](#)

**67.**

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[CTHOOH's solution](#)

**68.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**69.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
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**70.**

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[CTHOOH's solution](#)

**71.**

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,537 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[CTHOOH's solution](#)

**72.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy  
[CTHOOH's solution](#)

**73.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
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**74.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,930 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

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**75.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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**76.**

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

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**77.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[CTHOOH's solution](#)

**78.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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**79.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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**80.**

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: strings

[CTHOOH's solution](#)

**81.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[CTHOOH's solution](#)

**82.**

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[CTHOOH's solution](#)

**83.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,104 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[CTHOOH's solution](#)

**84.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[CTHOOH's solution](#)

**85.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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**86.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**87.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,319 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

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**88.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,318 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

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**89.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**90.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CTHOOH's solution](#)

**91.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

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**92.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,993 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CTHOOH's solution](#)

**93.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,693 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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**94.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**95.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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**96.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[CTHOOH's solution](#)

**97.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[CTHOOH's solution](#)

**98.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[CTHOOH's solution](#)

**99.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,716 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[CTHOOH's solution](#)

**100.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[CTHOOH's solution](#)

**101.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[CTHOOH's solution](#)

**102.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,921 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[CTHOOH's solution](#)

**103.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[CTHOOH's solution](#)

**104.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[CTHOOH's solution](#)

**105.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[CTHOOH's solution](#)

**106.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry,

number theory

[CTHOOH's solution](#)

**107.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[CTHOOH's solution](#)

**108.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,451 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[CTHOOH's solution](#)

**109.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[CTHOOH's solution](#)

**110.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,074 global accepts · Rating: 900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[CTHOOH's solution](#)

**111.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[CTHOOH's solution](#)

**112.**

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[CTHOOH's solution](#)

**113.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[CTHOOH's solution](#)

**114.**

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[CTHOOH's solution](#)

**115.**

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[CTHOOH's solution](#)

**116.**

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[CTHOOH's solution](#)

**117.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[CTHOOH's solution](#)

**118.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[CTHOOH's solution](#)

**119.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,870 global accepts · Rating: 900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[CTHOOH's solution](#)

**120.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[CTHOOH's solution](#)

**121.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math  
[CTHOOH's solution](#)

**122.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[CTHOOH's solution](#)

**123.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,057 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[CTHOOH's solution](#)

**124.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[CTHOOH's solution](#)

**125.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[CTHOOH's solution](#)

**126.**

2203B

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

Quality: 14,294 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math  
[CTHOOH's solution](#)

**127.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings  
[CTHOOH's solution](#)

**128.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[CTHOOH's solution](#)

**129.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,551 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[CTHOOH's solution](#)

**130.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[CTHOOH's solution](#)

**131.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[CTHOOH's solution](#)

**132.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**133.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,283 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[CTHOOH's solution](#)

**134.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[CTHOOH's solution](#)

**135.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[CTHOOH's solution](#)

**136.**

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[CTHOOH's solution](#)

**137.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[CTHOOH's solution](#)

**138.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,220 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[CTHOOH's solution](#)

**139.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[CTHOOH's solution](#)

**140.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[CTHOOH's solution](#)

**141.**

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[CTHOOH's solution](#)

**142.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**143.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,253 global accepts · Rating: 1000 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[CTHOOH's solution](#)

**144.**

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[CTHOOH's solution](#)

**145.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[CTHOOH's solution](#)

**146.**

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[CTHOOH's solution](#)

**147.**

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**148.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[CTHOOH's solution](#)

**149.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[CTHOOH's solution](#)

**150.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[CTHOOH's solution](#)

**151.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[CTHOOH's solution](#)

**152.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[CTHOOH's solution](#)

**153.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[CTHOOH's solution](#)

**154.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[CTHOOH's solution](#)

**155.**

1957B

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

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[CTHOOH's solution](#)

**156.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1100 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[CTHOOH's solution](#)

**157.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[CTHOOH's solution](#)

**158.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[CTHOOH's solution](#)

**159.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[CTHOOH's solution](#)

**160.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[CTHOOH's solution](#)

**161.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[CTHOOH's solution](#)

**162.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[CTHOOH's solution](#)

**163.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[CTHOOH's solution](#)

**164.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[CTHOOH's solution](#)

**165.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,460 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[CTHOOH's solution](#)

**166.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,165 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CTHOOH's solution](#)

**167.**

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[CTHOOH's solution](#)

**168.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[CTHOOH's solution](#)

**169.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,721 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[CTHOOH's solution](#)

**170.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CTHOOH's solution](#)

**171.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[CTHOOH's solution](#)

**172.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1100 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[CTHOOH's solution](#)

**173.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**174.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[CTHOOH's solution](#)

**175.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[CTHOOH's solution](#)

**176.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[CTHOOH's solution](#)

**177.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[CTHOOH's solution](#)

**178.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[CTHOOH's solution](#)

**179.**

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[CTHOOH's solution](#)

**180.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy  
[CTHOOH's solution](#)

**181.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[CTHOOH's solution](#)

**182.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,679 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[CTHOOH's solution](#)

**183.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[CTHOOH's solution](#)

**184.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[CTHOOH's solution](#)

**185.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[CTHOOH's solution](#)

**186.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[CTHOOH's solution](#)

**187.**

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[CTHOOH's solution](#)

**188.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math  
[CTHOOH's solution](#)

**189.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[CTHOOH's solution](#)

**190.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[CTHOOH's solution](#)

**191.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[CTHOOH's solution](#)

**192.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[CTHOOH's solution](#)

**193.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[CTHOOH's solution](#)

**194.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[CTHOOH's solution](#)

**195.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[CTHOOH's solution](#)

**196.**

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[CTHOOH's solution](#)

**197.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[CTHOOH's solution](#)

**198.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[CTHOOH's solution](#)

**199.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[CTHOOH's solution](#)

**200.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[CTHOOH's solution](#)

**201.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[CTHOOH's solution](#)

**202.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[CTHOOH's solution](#)

**203.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[CTHOOH's solution](#)

**204.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**205.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[CTHOOH's solution](#)

**206.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[CTHOOH's solution](#)

**207.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[CTHOOH's solution](#)

**208.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[CTHOOH's solution](#)

**209.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[CTHOOH's solution](#)

**210.**

2144C

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

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[CTHOOH's solution](#)

**211.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[CTHOOH's solution](#)

**212.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[CTHOOH's solution](#)

**213.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[CTHOOH's solution](#)

**214.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**215.**

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[CTHOOH's solution](#)

**216.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[CTHOOH's solution](#)

**217.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[CTHOOH's solution](#)

**218.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[CTHOOH's solution](#)

**219.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[CTHOOH's solution](#)

**220.**

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[CTHOOH's solution](#)

**221.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[CTHOOH's solution](#)

**222.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[CTHOOH's solution](#)

**223.**

1927D

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

Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[CTHOOH's solution](#)

**224.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[CTHOOH's solution](#)

**225.**

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,432 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[CTHOOH's solution](#)

**226.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[CTHOOH's solution](#)

**227.**

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[CTHOOH's solution](#)

**228.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[CTHOOH's solution](#)

**229.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[CTHOOH's solution](#)

**230.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[CTHOOH's solution](#)

**231.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · last AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[CTHOOH's solution](#)

**232.**

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CTHOOH's solution](#)

**233.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[CTHOOH's solution](#)

**234.**

1816C

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

Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[CTHOOH's solution](#)

**235.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[CTHOOH's solution](#)

**236.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[CTHOOH's solution](#)

**237.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[CTHOOH's solution](#)

**238.**

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[CTHOOH's solution](#)

**239.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-10-27 · last AC: 2024-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[CTHOOH's solution](#)

**240.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CTHOOH's solution](#)

**241.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[CTHOOH's solution](#)

**242.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[CTHOOH's solution](#)

**243.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[CTHOOH's solution](#)

**244.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[CTHOOH's solution](#)

**245.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**246.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[CTHOOH's solution](#)

**247.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[CTHOOH's solution](#)

**248.**

1888C

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

Rating: 1400 · first AC: 2023-10-22 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**249.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[CTHOOH's solution](#)

**250.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[CTHOOH's solution](#)

**251.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,971 global accepts · Rating: 1400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[CTHOOH's solution](#)

**252.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[CTHOOH's solution](#)

**253.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math  
[CTHOOH's solution](#)

**254.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[CTHOOH's solution](#)

**255.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,547 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory  
[CTHOOH's solution](#)

**256.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[CTHOOH's solution](#)

**257.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[CTHOOH's solution](#)

**258.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[CTHOOH's solution](#)

**259.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[CTHOOH's solution](#)

**260.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[CTHOOH's solution](#)

**261.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,354 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[CTHOOH's solution](#)

**262.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[CTHOOH's solution](#)

**263.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**264.**

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[CTHOOH's solution](#)

**265.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[CTHOOH's solution](#)

**266.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[CTHOOH's solution](#)

**267.**

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[CTHOOH's solution](#)

**268.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[CTHOOH's solution](#)

**269.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[CTHOOH's solution](#)

**270.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**271.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[CTHOOH's solution](#)

**272.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[CTHOOH's solution](#)

**273.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[CTHOOH's solution](#)

**274.**

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[CTHOOH's solution](#)

**275.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[CTHOOH's solution](#)

**276.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[CTHOOH's solution](#)

**277.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[CTHOOH's solution](#)

**278.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[CTHOOH's solution](#)

**279.**

1957C

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

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[CTHOOH's solution](#)

**280.**

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[CTHOOH's solution](#)

**281.**

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[CTHOOH's solution](#)

**282.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[CTHOOH's solution](#)

**283.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[CTHOOH's solution](#)

**284.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[CTHOOH's solution](#)

**285.**

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[CTHOOH's solution](#)

**286.**

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[CTHOOH's solution](#)

**287.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[CTHOOH's solution](#)

**288.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[CTHOOH's solution](#)

**289.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[CTHOOH's solution](#)

**290.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[CTHOOH's solution](#)

**291.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math  
[CTHOOH's solution](#)

**292.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp  
[CTHOOH's solution](#)

**293.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive  
[CTHOOH's solution](#)

**294.**

2203D

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

Quality: 5,431 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory  
[CTHOOH's solution](#)

**295.**

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[CTHOOH's solution](#)

**296.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[CTHOOH's solution](#)

**297.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math  
[CTHOOH's solution](#)

**298.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[CTHOOH's solution](#)

**299.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[CTHOOH's solution](#)

**300.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[CTHOOH's solution](#)

**301.**

1543D1

[RPD and Rap Sheet \(Easy Version\) · Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[CTHOOH's solution](#)

**302.**

1695C

[Zero Path · Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[CTHOOH's solution](#)

**303.**

1743D

[Problem with Random Tests · Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities

[CTHOOH's solution](#)

**304.**

1625C

[Road Optimization · Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[CTHOOH's solution](#)

**305.**

2135B

[For the Champion · Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[CTHOOH's solution](#)

**306.**

1497E1

[Square-Free Division \(easy version\) · Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[CTHOOH's solution](#)

**307.**

2018C

[Tree Pruning · Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[CTHOOH's solution](#)

**308.**

2006A

[Iris and Game on the Tree · Tutorial](#)

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[CTHOOH's solution](#)

**309.**

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[CTHOOH's solution](#)

**310.**

1406C

[Link Cut Centroids · Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, trees

[CTHOOH's solution](#)

**311.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[CTHOOH's solution](#)

**312.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[CTHOOH's solution](#)

**313.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[CTHOOH's solution](#)

**314.**

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[CTHOOH's solution](#)

**315.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[CTHOOH's solution](#)

**316.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[CTHOOH's solution](#)

**317.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[CTHOOH's solution](#)

**318.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[CTHOOH's solution](#)

**319.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**320.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[CTHOOH's solution](#)

**321.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[CTHOOH's solution](#)

**322.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[CTHOOH's solution](#)

**323.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[CTHOOH's solution](#)

**324.**

1879D

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

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[CTHOOH's solution](#)

**325.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[CTHOOH's solution](#)

**326.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,800 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[CTHOOH's solution](#)

**327.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[CTHOOH's solution](#)

**328.**

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[CTHOOH's solution](#)

**329.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[CTHOOH's solution](#)

**330.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[CTHOOH's solution](#)

**331.**

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[CTHOOH's solution](#)

**332.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[CTHOOH's solution](#)

**333.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[CTHOOH's solution](#)

**334.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,761 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[CTHOOH's solution](#)

**335.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[CTHOOH's solution](#)

**336.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[CTHOOH's solution](#)

**337.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,662 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[CTHOOH's solution](#)

**338.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[CTHOOH's solution](#)

**339.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[CTHOOH's solution](#)

**340.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[CTHOOH's solution](#)

**341.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[CTHOOH's solution](#)

**342.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[CTHOOH's solution](#)

**343.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[CTHOOH's solution](#)

**344.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[CTHOOH's solution](#)

**345.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[CTHOOH's solution](#)

**346.**

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[CTHOOH's solution](#)

**347.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[CTHOOH's solution](#)

**348.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, trees

[CTHOOH's solution](#)

**349.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[CTHOOH's solution](#)

**350.**

1290B

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[CTHOOH's solution](#)

**351.**

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[CTHOOH's solution](#)

**352.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[CTHOOH's solution](#)

**353.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,043 global accepts · Rating: 1800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[CTHOOH's solution](#)

**354.**

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[CTHOOH's solution](#)

**355.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[CTHOOH's solution](#)

**356.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[CTHOOH's solution](#)

**357.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[CTHOOH's solution](#)

**358.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[CTHOOH's solution](#)

**359.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[CTHOOH's solution](#)

**360.**

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[CTHOOH's solution](#)

**361.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, two pointers

[CTHOOH's solution](#)

**362.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[CTHOOH's solution](#)

**363.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[CTHOOH's solution](#)

**364.**

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[CTHOOH's solution](#)

**365.**

2180C

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

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[CTHOOH's solution](#)

**366.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[CTHOOH's solution](#)

**367.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[CTHOOH's solution](#)

**368.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[CTHOOH's solution](#)

**369.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[CTHOOH's solution](#)

**370.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[CTHOOH's solution](#)

**371.**

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[CTHOOH's solution](#)

**372.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[CTHOOH's solution](#)

**373.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[CTHOOH's solution](#)

**374.**

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[CTHOOH's solution](#)

**375.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[CTHOOH's solution](#)

**376.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[CTHOOH's solution](#)

**377.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[CTHOOH's solution](#)

**378.**

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[CTHOOH's solution](#)

**379.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[CTHOOH's solution](#)

**380.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[CTHOOH's solution](#)

**381.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[CTHOOH's solution](#)

**382.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[CTHOOH's solution](#)

**383.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[CTHOOH's solution](#)

**384.**

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[CTHOOH's solution](#)

**385.**

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[CTHOOH's solution](#)

**386.**

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[CTHOOH's solution](#)

**387.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[CTHOOH's solution](#)

**388.**

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[CTHOOH's solution](#)

**389.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[CTHOOH's solution](#)

**390.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[CTHOOH's solution](#)

**391.**

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

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**392.**

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-28 · last AC: 2024-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

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**393.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[CTHOOH's solution](#)

**394.**

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[CTHOOH's solution](#)

**395.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[CTHOOH's solution](#)

**396.**

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[CTHOOH's solution](#)

**397.**

1899G

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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[CTHOOH's solution](#)

**398.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[CTHOOH's solution](#)

**399.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[CTHOOH's solution](#)

**400.**

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math  
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**401.**

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
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**402.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp  
[CTHOOH's solution](#)

**403.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[CTHOOH's solution](#)

**404.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[CTHOOH's solution](#)

**405.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings  
[CTHOOH's solution](#)

**406.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[CTHOOH's solution](#)

**407.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers  
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**408.**

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy  
[CTHOOH's solution](#)

**409.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[CTHOOH's solution](#)

**410.**

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[CTHOOH's solution](#)

**411.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[CTHOOH's solution](#)

**412.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[CTHOOH's solution](#)

**413.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[CTHOOH's solution](#)

**414.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[CTHOOH's solution](#)

**415.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[CTHOOH's solution](#)

**416.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[CTHOOH's solution](#)

**417.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[CTHOOH's solution](#)

**418.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[CTHOOH's solution](#)

**419.**

39A

[C\\*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, greedy

[CTHOOH's solution](#)

**420.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math,

number theory

[CTHOOH's solution](#)

**421.**

296B

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

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[CTHOOH's solution](#)

**422.**

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[CTHOOH's solution](#)

**423.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2023-09-13 · last AC: 2024-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**424.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2023-09-13 · last AC: 2024-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[CTHOOH's solution](#)

**425.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[CTHOOH's solution](#)

**426.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[CTHOOH's solution](#)

**427.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

[CTHOOH's solution](#)

**428.**

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

[CTHOOH's solution](#)

**429.**

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[CTHOOH's solution](#)

**430.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[CTHOOH's solution](#)

**431.**

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[CTHOOH's solution](#)

**432.**

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[CTHOOH's solution](#)

**433.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[CTHOOH's solution](#)

**434.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[CTHOOH's solution](#)

**435.**

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[CTHOOH's solution](#)

**436.**

2B

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

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[CTHOOH's solution](#)

**437.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[CTHOOH's solution](#)

**438.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[CTHOOH's solution](#)

**439.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[CTHOOH's solution](#)

**440.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[CTHOOH's solution](#)

**441.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[CTHOOH's solution](#)

**442.**

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[CTHOOH's solution](#)

**443.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[CTHOOH's solution](#)

**444.**

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[CTHOOH's solution](#)

**445.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[CTHOOH's solution](#)

**446.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[CTHOOH's solution](#)

**447.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[CTHOOH's solution](#)

**448.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[CTHOOH's solution](#)

**449.**

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[CTHOOH's solution](#)

**450.**

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[CTHOOH's solution](#)

**451.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory  
[CTHOOH's solution](#)

**452.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[CTHOOH's solution](#)

**453.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees  
[CTHOOH's solution](#)

**454.**

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[CTHOOH's solution](#)

**455.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[CTHOOH's solution](#)

**456.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings  
[CTHOOH's solution](#)

**457.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[CTHOOH's solution](#)

**458.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers  
[CTHOOH's solution](#)

**459.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers  
[CTHOOH's solution](#)

**460.**

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[CTHOOH's solution](#)

**461.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[CTHOOH's solution](#)

**462.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[CTHOOH's solution](#)

**463.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[CTHOOH's solution](#)

**464.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[CTHOOH's solution](#)

**465.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[CTHOOH's solution](#)

**466.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[CTHOOH's solution](#)

**467.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[CTHOOH's solution](#)

**468.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[CTHOOH's solution](#)

**469.**

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer  
[CTHOOH's solution](#)

**470.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[CTHOOH's solution](#)

**471.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[CTHOOH's solution](#)

**472.**

2000G

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

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[CTHOOH's solution](#)

**473.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[CTHOOH's solution](#)

**474.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[CTHOOH's solution](#)

**475.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[CTHOOH's solution](#)

**476.**

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[CTHOOH's solution](#)

**477.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[CTHOOH's solution](#)

**478.**

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, ternary search

[CTHOOH's solution](#)

**479.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2023-09-03 · last AC: 2024-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[CTHOOH's solution](#)

**480.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[CTHOOH's solution](#)

**481.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[CTHOOH's solution](#)

**482.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[CTHOOH's solution](#)

**483.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,739 global accepts · Rating: 2100 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[CTHOOH's solution](#)

**484.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[CTHOOH's solution](#)

**485.**

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[CTHOOH's solution](#)

**486.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[CTHOOH's solution](#)

**487.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[CTHOOH's solution](#)

**488.**

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**489.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[CTHOOH's solution](#)

**490.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings

[CTHOOH's solution](#)

**491.**

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**492.**

1811G1

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

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[CTHOOH's solution](#)

**493.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[CTHOOH's solution](#)

**494.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[CTHOOH's solution](#)

**495.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[CTHOOH's solution](#)

**496.**

1948E

[Clique Partition](#) · [Tutorial](#)

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

[CTHOOH's solution](#)

**497.**

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[CTHOOH's solution](#)

**498.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[CTHOOH's solution](#)

**499.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[CTHOOH's solution](#)

**500.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[CTHOOH's solution](#)

**501.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2023-05-23 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[CTHOOH's solution](#)

**502.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[CTHOOH's solution](#)

**503.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[CTHOOH's solution](#)

**504.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[CTHOOH's solution](#)

**505.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[CTHOOH's solution](#)

**506.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[CTHOOH's solution](#)

**507.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[CTHOOH's solution](#)

**508.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[CTHOOH's solution](#)

**509.**

1778D

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

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[CTHOOH's solution](#)

## 510.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[CTHOOH's solution](#)

## 511.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[CTHOOH's solution](#)

## 512.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[CTHOOH's solution](#)

## 513.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[CTHOOH's solution](#)

## 514.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[CTHOOH's solution](#)

## 515.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[CTHOOH's solution](#)

## 516.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[CTHOOH's solution](#)

## 517.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[CTHOOH's solution](#)

## 518.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[CTHOOH's solution](#)

## 519.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[CTHOOH's solution](#)

**520.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[CTHOOH's solution](#)

**521.**

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[CTHOOH's solution](#)

**522.**

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[CTHOOH's solution](#)

**523.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[CTHOOH's solution](#)

**524.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[CTHOOH's solution](#)

**525.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[CTHOOH's solution](#)

**526.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[CTHOOH's solution](#)

**527.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[CTHOOH's solution](#)

**528.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[CTHOOH's solution](#)

**529.**

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[CTHOOH's solution](#)

**530.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[CTHOOH's solution](#)

**531.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[CTHOOH's solution](#)

**532.**

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: flows

[CTHOOH's solution](#)

**533.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-10-18 · last AC: 2024-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[CTHOOH's solution](#)

**534.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[CTHOOH's solution](#)

**535.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2023-09-13 · last AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[CTHOOH's solution](#)

**536.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-16 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[CTHOOH's solution](#)

**537.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[CTHOOH's solution](#)

**538.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math

[CTHOOH's solution](#)

**539.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2024-05-05 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings  
[CTHOOH's solution](#)

## 540.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-04-06 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, strings, trees  
[CTHOOH's solution](#)

## 541.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer  
[CTHOOH's solution](#)

## 542.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-09-11 · last AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[CTHOOH's solution](#)

## 543.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy  
[CTHOOH's solution](#)

## 544.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[CTHOOH's solution](#)

## 545.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-09-13 · last AC: 2024-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[CTHOOH's solution](#)

## 546.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory  
[CTHOOH's solution](#)

## 547.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math  
[CTHOOH's solution](#)

## 548.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-04-20 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees  
[CTHOOH's solution](#)

**549.**

1575H

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

Quality: 769 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[CTHOOH's solution](#)

**550.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-04-05 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[CTHOOH's solution](#)

**551.**

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: \*broken, games, greedy

[CTHOOH's solution](#)

**552.**

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[CTHOOH's solution](#)

**553.**

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[CTHOOH's solution](#)

**554.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[CTHOOH's solution](#)

**555.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[CTHOOH's solution](#)

**556.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees

[CTHOOH's solution](#)

**557.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[CTHOOH's solution](#)

**558.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[CTHOOH's solution](#)

**559.**

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[CTHOOH's solution](#)

**560.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[CTHOOH's solution](#)

**561.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[CTHOOH's solution](#)

**562.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**563.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[CTHOOH's solution](#)

**564.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[CTHOOH's solution](#)

**565.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[CTHOOH's solution](#)

**566.**

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[CTHOOH's solution](#)

**567.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[CTHOOH's solution](#)

**568.**

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[CTHOOH's solution](#)

**569.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[CTHOOH's solution](#)

**570.**

1811G2

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

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[CTHOOH's solution](#)

**571.**

279D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-04-05 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[CTHOOH's solution](#)

**572.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[CTHOOH's solution](#)

**573.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[CTHOOH's solution](#)

**574.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, ternary search

[CTHOOH's solution](#)

**575.**

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[CTHOOH's solution](#)

**576.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[CTHOOH's solution](#)

**577.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[CTHOOH's solution](#)

**578.**

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**579.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[CTHOOH's solution](#)

**580.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[CTHOOH's solution](#)

**581.**

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[CTHOOH's solution](#)

**582.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[CTHOOH's solution](#)

**583.**

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[CTHOOH's solution](#)

**584.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**585.**

1157G

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

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[CTHOOH's solution](#)

**586.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2023-12-25 · last AC: 2024-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[CTHOOH's solution](#)

**587.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**588.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[CTHOOH's solution](#)

**589.**

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[CTHOOH's solution](#)

**590.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[CTHOOH's solution](#)

**591.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**592.**

556E

[Case of Chocolate](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[CTHOOH's solution](#)

**593.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-09-11 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**594.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[CTHOOH's solution](#)

**595.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[CTHOOH's solution](#)

**596.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[CTHOOH's solution](#)

**597.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[CTHOOH's solution](#)

**598.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[CTHOOH's solution](#)

**599.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[CTHOOH's solution](#)

**600.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, interactive

[CTHOOH's solution](#)

**601.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[CTHOOH's solution](#)

**602.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[CTHOOH's solution](#)

**603.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[CTHOOH's solution](#)

**604.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[CTHOOH's solution](#)

**605.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[CTHOOH's solution](#)

**606.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[CTHOOH's solution](#)

**607.**

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[CTHOOH's solution](#)

**608.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[CTHOOH's solution](#)

**609.**

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[CTHOOH's solution](#)

**610.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[CTHOOH's solution](#)

**611.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CTHOOH's solution](#)

**612.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[CTHOOH's solution](#)

**613.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math

[CTHOOH's solution](#)

**614.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[CTHOOH's solution](#)

**615.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[CTHOOH's solution](#)

**616.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[CTHOOH's solution](#)

**617.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[CTHOOH's solution](#)

**618.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[CTHOOH's solution](#)

**619.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-11-18 · last AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths

[CTHOOH's solution](#)

**620.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[CTHOOH's solution](#)

**621.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-05-19 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[CTHOOH's solution](#)

**622.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[CTHOOH's solution](#)

**623.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[CTHOOH's solution](#)

**624.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[CTHOOH's solution](#)

**625.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[CTHOOH's solution](#)

**626.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[CTHOOH's solution](#)

**627.**

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[CTHOOH's solution](#)

**628.**

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[CTHOOH's solution](#)

**629.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[CTHOOH's solution](#)

**630.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[CTHOOH's solution](#)

**631.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[CTHOOH's solution](#)

**632.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[CTHOOH's solution](#)

**633.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[CTHOOH's solution](#)

**634.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[CTHOOH's solution](#)

**635.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[CTHOOH's solution](#)

**636.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2024-01-22 · last AC: 2024-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[CTHOOH's solution](#)

**637.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[CTHOOH's solution](#)

**638.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks,

combinatorics, number theory

[CTHOOH's solution](#)

**639.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[CTHOOH's solution](#)

**640.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2023-10-11 · last AC: 2024-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[CTHOOH's solution](#)

**641.**

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2024-04-17 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft

[CTHOOH's solution](#)

**642.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[CTHOOH's solution](#)

**643.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2024-04-22 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[CTHOOH's solution](#)

**644.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[CTHOOH's solution](#)

**645.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[CTHOOH's solution](#)

**646.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[CTHOOH's solution](#)

**647.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[CTHOOH's solution](#)

**648.**

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[CTHOOH's solution](#)

**649.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[CTHOOH's solution](#)

**650.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[CTHOOH's solution](#)

**651.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[CTHOOH's solution](#)

**652.**

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[CTHOOH's solution](#)

**653.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[CTHOOH's solution](#)

**654.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[CTHOOH's solution](#)

**655.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[CTHOOH's solution](#)

**656.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**657.**

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**658.**

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2024-04-16 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**659.**

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[CTHOOH's solution](#)

**660.**

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[CTHOOH's solution](#)

**661.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[CTHOOH's solution](#)

**662.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**663.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[CTHOOH's solution](#)

**664.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[CTHOOH's solution](#)

**665.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[CTHOOH's solution](#)

**666.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[CTHOOH's solution](#)

**667.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[CTHOOH's solution](#)

**668.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[CTHOOH's solution](#)

**669.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[CTHOOH's solution](#)

**670.**

438D

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

Quality: 11,601 global accepts · Rating: 2300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[CTHOOH's solution](#)

**671.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[CTHOOH's solution](#)

**672.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[CTHOOH's solution](#)

**673.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[CTHOOH's solution](#)

**674.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[CTHOOH's solution](#)

**675.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-22 · last AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[CTHOOH's solution](#)

**676.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[CTHOOH's solution](#)

**677.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[CTHOOH's solution](#)

**678.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[CTHOOH's solution](#)

**679.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[CTHOOH's solution](#)

**680.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[CTHOOH's solution](#)

**681.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[CTHOOH's solution](#)

**682.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[CTHOOH's solution](#)

**683.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[CTHOOH's solution](#)

**684.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[CTHOOH's solution](#)

**685.**

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[CTHOOH's solution](#)

**686.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[CTHOOH's solution](#)

**687.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[CTHOOH's solution](#)

**688.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[CTHOOH's solution](#)

**689.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[CTHOOH's solution](#)

**690.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[CTHOOH's solution](#)

**691.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[CTHOOH's solution](#)

**692.**

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[CTHOOH's solution](#)

**693.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[CTHOOH's solution](#)

**694.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[CTHOOH's solution](#)

**695.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[CTHOOH's solution](#)

**696.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[CTHOOH's solution](#)

**697.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[CTHOOH's solution](#)

**698.**

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities

[CTHOOH's solution](#)

**699.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[CTHOOH's solution](#)

**700.**

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[CTHOOH's solution](#)

**701.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

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**702.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

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**703.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[CTHOOH's solution](#)

**704.**

643C

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

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

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**705.**

542A

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**706.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

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**707.**

1499F

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Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[CTHOOH's solution](#)

**708.**

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[CTHOOH's solution](#)

**709.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[CTHOOH's solution](#)

**710.**

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[CTHOOH's solution](#)

**711.**

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**712.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[CTHOOH's solution](#)

**713.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: hashing, trees

[CTHOOH's solution](#)

**714.**

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[CTHOOH's solution](#)

**715.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[CTHOOH's solution](#)

**716.**

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[CTHOOH's solution](#)

**717.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-11-16 · last AC: 2024-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

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**718.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[CTHOOH's solution](#)

**719.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[CTHOOH's solution](#)

**720.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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**721.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

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**722.**

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[CTHOOH's solution](#)

**723.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-04-02 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[CTHOOH's solution](#)

**724.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[CTHOOH's solution](#)

**725.**

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**726.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[CTHOOH's solution](#)

**727.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-04-23 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[CTHOOH's solution](#)

**728.**

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[CTHOOH's solution](#)

**729.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**730.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[CTHOOH's solution](#)

**731.**

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**732.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees, two pointers

[CTHOOH's solution](#)

**733.**

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[CTHOOH's solution](#)

**734.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[CTHOOH's solution](#)

**735.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[CTHOOH's solution](#)

**736.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[CTHOOH's solution](#)

**737.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-04-01 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[CTHOOH's solution](#)

**738.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, trees

[CTHOOH's solution](#)

**739.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[CTHOOH's solution](#)

**740.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[CTHOOH's solution](#)

**741.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**742.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[CTHOOH's solution](#)

**743.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[CTHOOH's solution](#)

**744.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[CTHOOH's solution](#)

**745.**

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[CTHOOH's solution](#)

**746.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[CTHOOH's solution](#)

**747.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**748.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-11-10 · last AC: 2024-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[CTHOOH's solution](#)

**749.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[CTHOOH's solution](#)

**750.**

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[CTHOOH's solution](#)

**751.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**752.**

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-09-05 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[CTHOOH's solution](#)

**753.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[CTHOOH's solution](#)

**754.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[CTHOOH's solution](#)

**755.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**756.**

661H

[Rotate Matrix](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 2400 · first AC: 2023-11-28 · J (first AC) · Tags: \*special

[CTHOOH's solution](#)

**757.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[CTHOOH's solution](#)

**758.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[CTHOOH's solution](#)

**759.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing  
[CTHOOH's solution](#)

**760.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[CTHOOH's solution](#)

**761.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[CTHOOH's solution](#)

**762.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers  
[CTHOOH's solution](#)

**763.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[CTHOOH's solution](#)

**764.**

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu  
[CTHOOH's solution](#)

**765.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees  
[CTHOOH's solution](#)

**766.**

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory  
[CTHOOH's solution](#)

**767.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-10-30 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[CTHOOH's solution](#)

**768.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy  
[CTHOOH's solution](#)

**769.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[CTHOOH's solution](#)

**770.**

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[CTHOOH's solution](#)

**771.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[CTHOOH's solution](#)

**772.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[CTHOOH's solution](#)

**773.**

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2023-08-31 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[CTHOOH's solution](#)

**774.**

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[CTHOOH's solution](#)

**775.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[CTHOOH's solution](#)

**776.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[CTHOOH's solution](#)

**777.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[CTHOOH's solution](#)

**778.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[CTHOOH's solution](#)

**779.**

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-13 · last AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[CTHOOH's solution](#)

**780.**

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[CTHOOH's solution](#)

**781.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[CTHOOH's solution](#)

**782.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[CTHOOH's solution](#)

**783.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[CTHOOH's solution](#)

**784.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[CTHOOH's solution](#)

**785.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[CTHOOH's solution](#)

**786.**

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[CTHOOH's solution](#)

**787.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[CTHOOH's solution](#)

**788.**

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[CTHOOH's solution](#)

**789.**

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[CTHOOH's solution](#)

**790.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[CTHOOH's solution](#)

**791.**

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[CTHOOH's solution](#)

**792.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[CTHOOH's solution](#)

**793.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[CTHOOH's solution](#)

**794.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[CTHOOH's solution](#)

**795.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**796.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[CTHOOH's solution](#)

**797.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[CTHOOH's solution](#)

**798.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[CTHOOH's solution](#)

**799.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[CTHOOH's solution](#)

**800.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[CTHOOH's solution](#)

**801.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[CTHOOH's solution](#)

**802.**

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[CTHOOH's solution](#)

**803.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[CTHOOH's solution](#)

**804.**

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2024-06-19 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu

[CTHOOH's solution](#)

**805.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[CTHOOH's solution](#)

**806.**

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, strings

[CTHOOH's solution](#)

**807.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs,

shortest paths

[CTHOOH's solution](#)

**808.**

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[CTHOOH's solution](#)

**809.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[CTHOOH's solution](#)

**810.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-12-02 · last AC: 2024-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[CTHOOH's solution](#)

**811.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[CTHOOH's solution](#)

**812.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[CTHOOH's solution](#)

**813.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[CTHOOH's solution](#)

**814.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[CTHOOH's solution](#)

**815.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[CTHOOH's solution](#)

**816.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[CTHOOH's solution](#)

**817.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[CTHOOH's solution](#)

**818.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**819.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[CTHOOH's solution](#)

**820.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[CTHOOH's solution](#)

**821.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-11-10 · last AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[CTHOOH's solution](#)

**822.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[CTHOOH's solution](#)

**823.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, shortest paths

[CTHOOH's solution](#)

**824.**

2122E

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

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[CTHOOH's solution](#)

**825.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[CTHOOH's solution](#)

**826.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[CTHOOH's solution](#)

**827.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[CTHOOH's solution](#)

**828.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees  
[CTHOOH's solution](#)

**829.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-11-01 · last AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[CTHOOH's solution](#)

**830.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers  
[CTHOOH's solution](#)

**831.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy  
[CTHOOH's solution](#)

**832.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings  
[CTHOOH's solution](#)

**833.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer  
[CTHOOH's solution](#)

**834.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, matrices  
[CTHOOH's solution](#)

**835.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities  
[CTHOOH's solution](#)

**836.**

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[CTHOOH's solution](#)

**837.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[CTHOOH's solution](#)

**838.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, greedy  
[CTHOOH's solution](#)

**839.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths  
[CTHOOH's solution](#)

**840.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures  
[CTHOOH's solution](#)

**841.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing  
[CTHOOH's solution](#)

**842.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings  
[CTHOOH's solution](#)

**843.**

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, shortest paths  
[CTHOOH's solution](#)

**844.**

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings  
[CTHOOH's solution](#)

**845.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math  
[CTHOOH's solution](#)

**846.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[CTHOOH's solution](#)

**847.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings  
[CTHOOH's solution](#)

**848.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[CTHOOH's solution](#)

**849.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[CTHOOH's solution](#)

**850.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[CTHOOH's solution](#)

**851.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory

[CTHOOH's solution](#)

**852.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[CTHOOH's solution](#)

**853.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[CTHOOH's solution](#)

**854.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[CTHOOH's solution](#)

**855.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**856.**

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[CTHOOH's solution](#)

**857.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2024-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[CTHOOH's solution](#)

**858.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[CTHOOH's solution](#)

**859.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[CTHOOH's solution](#)

**860.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[CTHOOH's solution](#)

**861.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-06-17 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[CTHOOH's solution](#)

**862.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[CTHOOH's solution](#)

**863.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[CTHOOH's solution](#)

**864.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[CTHOOH's solution](#)

**865.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[CTHOOH's solution](#)

**866.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[CTHOOH's solution](#)

**867.**

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[CTHOOH's solution](#)

**868.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[CTHOOH's solution](#)

**869.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[CTHOOH's solution](#)

**870.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[CTHOOH's solution](#)

**871.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[CTHOOH's solution](#)

**872.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[CTHOOH's solution](#)

**873.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[CTHOOH's solution](#)

**874.**

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[CTHOOH's solution](#)

**875.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[CTHOOH's solution](#)

**876.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities

[CTHOOH's solution](#)

**877.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[CTHOOH's solution](#)

**878.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[CTHOOH's solution](#)

**879.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[CTHOOH's solution](#)

**880.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[CTHOOH's solution](#)

**881.**

2025F

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

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[CTHOOH's solution](#)

**882.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, constructive algorithms, interactive

[CTHOOH's solution](#)

**883.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, trees

[CTHOOH's solution](#)

**884.**

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[CTHOOH's solution](#)

**885.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[CTHOOH's solution](#)

**886.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[CTHOOH's solution](#)

**887.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[CTHOOH's solution](#)

**888.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[CTHOOH's solution](#)

**889.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[CTHOOH's solution](#)

**890.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[CTHOOH's solution](#)

**891.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[CTHOOH's solution](#)

**892.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, fft, math

[CTHOOH's solution](#)

**893.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[CTHOOH's solution](#)

**894.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[CTHOOH's solution](#)

**895.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[CTHOOH's solution](#)

**896.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[CTHOOH's solution](#)

**897.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-08-15 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar,

dp, dsu, trees, two pointers

[CTHOOH's solution](#)

**898.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[CTHOOH's solution](#)

**899.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[CTHOOH's solution](#)

**900.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[CTHOOH's solution](#)

**901.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[CTHOOH's solution](#)

**902.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**903.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-21 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[CTHOOH's solution](#)

**904.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[CTHOOH's solution](#)

**905.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[CTHOOH's solution](#)

**906.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[CTHOOH's solution](#)

**907.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-11-08 · last AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[CTHOOH's solution](#)

**908.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[CTHOOH's solution](#)

**909.**

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees  
[CTHOOH's solution](#)

**910.**

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math  
[CTHOOH's solution](#)

**911.**

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp  
[CTHOOH's solution](#)

**912.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[CTHOOH's solution](#)

**913.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[CTHOOH's solution](#)

**914.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu  
[CTHOOH's solution](#)

**915.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle  
[CTHOOH's solution](#)

**916.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-09-28 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[CTHOOH's solution](#)

**917.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[CTHOOH's solution](#)

**918.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, string suffix structures

[CTHOOH's solution](#)

**919.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[CTHOOH's solution](#)

**920.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[CTHOOH's solution](#)

**921.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[CTHOOH's solution](#)

**922.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[CTHOOH's solution](#)

**923.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[CTHOOH's solution](#)

**924.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[CTHOOH's solution](#)

**925.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[CTHOOH's solution](#)

**926.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[CTHOOH's solution](#)

**927.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy,

math

[CTHOOH's solution](#)

**928.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[CTHOOH's solution](#)

**929.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[CTHOOH's solution](#)

**930.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[CTHOOH's solution](#)

**931.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[CTHOOH's solution](#)

**932.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[CTHOOH's solution](#)

**933.**

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[CTHOOH's solution](#)

**934.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[CTHOOH's solution](#)

**935.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[CTHOOH's solution](#)

**936.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**937.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[CTHOOH's solution](#)

**938.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[CTHOOH's solution](#)

**939.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[CTHOOH's solution](#)

**940.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[CTHOOH's solution](#)

**941.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[CTHOOH's solution](#)

**942.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[CTHOOH's solution](#)

**943.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**944.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[CTHOOH's solution](#)

**945.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[CTHOOH's solution](#)

**946.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[CTHOOH's solution](#)

**947.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph

matchings, trees

[CTHOOH's solution](#)

**948.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**949.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[CTHOOH's solution](#)

**950.**

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[CTHOOH's solution](#)

**951.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[CTHOOH's solution](#)

**952.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[CTHOOH's solution](#)

**953.**

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, two pointers

[CTHOOH's solution](#)

**954.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[CTHOOH's solution](#)

**955.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[CTHOOH's solution](#)

**956.**

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CTHOOH's solution](#)

**957.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[CTHOOH's solution](#)

**958.**

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[CTHOOH's solution](#)

**959.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[CTHOOH's solution](#)

**960.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**961.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-09-11 · last AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[CTHOOH's solution](#)

**962.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**963.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[CTHOOH's solution](#)

**964.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[CTHOOH's solution](#)

**965.**

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[CTHOOH's solution](#)

**966.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[CTHOOH's solution](#)

**967.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number

theory, shortest paths

[CTHOOH's solution](#)

**968.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[CTHOOH's solution](#)

**969.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[CTHOOH's solution](#)

**970.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[CTHOOH's solution](#)

**971.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[CTHOOH's solution](#)

**972.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[CTHOOH's solution](#)

**973.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[CTHOOH's solution](#)

**974.**

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[CTHOOH's solution](#)

**975.**

2181K

[Knit the Grid](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, matrices

[CTHOOH's solution](#)

**976.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[CTHOOH's solution](#)

**977.**

104724C

[struct](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[CTHOOH's solution](#)

**978.**

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[CTHOOH's solution](#)

**979.**

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[CTHOOH's solution](#)

**980.**

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[CTHOOH's solution](#)

**981.**

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[CTHOOH's solution](#)

**982.**

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2024-05-06 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[CTHOOH's solution](#)

**983.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: \*special, expression parsing, strings  
[CTHOOH's solution](#)

**984.**

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[CTHOOH's solution](#)

**985.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CTHOOH's solution](#)

**986.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CTHOOH's solution](#)

**987.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CTHOOH's solution](#)

**988.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)

**989.**

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)

**990.**

100114K

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)

**991.**

100020A

[Almost Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)

**992.**

100645G

[Trip the Lights Fantastic](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)

**993.**

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)

**994.**

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)

**995.**

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)

**996.**

100213J

[Cheater's Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[CTHOOH's solution](#)