

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

<https://cfelitetracker.vercel.app>

Unique solved — CharlieV

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

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

Filters: none

Count: 439

1.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CharlieV's solution](#)

2.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[CharlieV's solution](#)

3.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,423 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[CharlieV's solution](#)

4.

1674A

[Number Transformation](#) · [Tutorial](#)

Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[CharlieV's solution](#)

5.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[CharlieV's solution](#)

6.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-12-10 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[CharlieV's solution](#)

7.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

8.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[CharlieV's solution](#)

9.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[CharlieV's solution](#)

10.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[CharlieV's solution](#)

11.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CharlieV's solution](#)

12.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[CharlieV's solution](#)

13.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[CharlieV's solution](#)

14.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CharlieV's solution](#)

15.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[CharlieV's solution](#)

16.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CharlieV's solution](#)

17.

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[CharlieV's solution](#)

18.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[CharlieV's solution](#)

19.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[CharlieV's solution](#)

20.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

21.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[CharlieV's solution](#)

22.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[CharlieV's solution](#)

23.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[CharlieV's solution](#)

24.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[CharlieV's solution](#)

25.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CharlieV's solution](#)

26.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[CharlieV's solution](#)

27.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CharlieV's solution](#)

28.

1887A1

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

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

[CharlieV's solution](#)

29.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[CharlieV's solution](#)

30.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[CharlieV's solution](#)

31.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[CharlieV's solution](#)

32.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[CharlieV's solution](#)

33.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[CharlieV's solution](#)

34.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[CharlieV's solution](#)

35.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[CharlieV's solution](#)

36.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[CharlieV's solution](#)

37.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[CharlieV's solution](#)

38.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[CharlieV's solution](#)

39.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[CharlieV's solution](#)

40.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[CharlieV's solution](#)

41.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[CharlieV's solution](#)

42.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[CharlieV's solution](#)

43.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[CharlieV's solution](#)

44.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[CharlieV's solution](#)

45.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[CharlieV's solution](#)

46.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[CharlieV's solution](#)

47.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[CharlieV's solution](#)

48.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[CharlieV's solution](#)

49.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[CharlieV's solution](#)

50.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[CharlieV's solution](#)

51.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[CharlieV's solution](#)

52.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[CharlieV's solution](#)

53.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[CharlieV's solution](#)

54.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[CharlieV's solution](#)

55.

1649E

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

Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[CharlieV's solution](#)

56.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[CharlieV's solution](#)

57.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[CharlieV's solution](#)

58.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs, greedy

[CharlieV's solution](#)

59.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[CharlieV's solution](#)

60.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[CharlieV's solution](#)

61.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[CharlieV's solution](#)

62.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[CharlieV's solution](#)

63.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[CharlieV's solution](#)

64.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[CharlieV's solution](#)

65.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[CharlieV's solution](#)

66.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[CharlieV's solution](#)

67.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[CharlieV's solution](#)

68.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[CharlieV's solution](#)

69.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[CharlieV's solution](#)

70.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[CharlieV's solution](#)

71.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[CharlieV's solution](#)

72.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[CharlieV's solution](#)

73.

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[CharlieV's solution](#)

74.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[CharlieV's solution](#)

75.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[CharlieV's solution](#)

76.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2023-08-12 · Clang++17 Diagnostics (first AC) · Tags: brute force, games, greedy

[CharlieV's solution](#)

77.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[CharlieV's solution](#)

78.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[CharlieV's solution](#)

79.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[CharlieV's solution](#)

80.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[CharlieV's solution](#)

81.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[CharlieV's solution](#)

82.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[CharlieV's solution](#)

83.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[CharlieV's solution](#)

84.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[CharlieV's solution](#)

85.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[CharlieV's solution](#)

86.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[CharlieV's solution](#)

87.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[CharlieV's solution](#)

88.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[CharlieV's solution](#)

89.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[CharlieV's solution](#)

90.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[CharlieV's solution](#)

91.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[CharlieV's solution](#)

92.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math,

sortings, two pointers

[CharlieV's solution](#)

93.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[CharlieV's solution](#)

94.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[CharlieV's solution](#)

95.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[CharlieV's solution](#)

96.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[CharlieV's solution](#)

97.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[CharlieV's solution](#)

98.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, sortings

[CharlieV's solution](#)

99.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[CharlieV's solution](#)

100.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[CharlieV's solution](#)

101.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[CharlieV's solution](#)

102.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[CharlieV's solution](#)

103.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[CharlieV's solution](#)

104.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[CharlieV's solution](#)

105.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[CharlieV's solution](#)

106.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[CharlieV's solution](#)

107.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[CharlieV's solution](#)

108.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[CharlieV's solution](#)

109.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[CharlieV's solution](#)

110.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[CharlieV's solution](#)

111.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[CharlieV's solution](#)

112.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[CharlieV's solution](#)

113.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[CharlieV's solution](#)

114.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[CharlieV's solution](#)

115.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[CharlieV's solution](#)

116.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[CharlieV's solution](#)

117.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[CharlieV's solution](#)

118.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[CharlieV's solution](#)

119.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[CharlieV's solution](#)

120.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[CharlieV's solution](#)

121.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[CharlieV's solution](#)

122.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: matrices, strings

[CharlieV's solution](#)

123.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[CharlieV's solution](#)

124.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[CharlieV's solution](#)

125.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[CharlieV's solution](#)

126.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[CharlieV's solution](#)

127.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[CharlieV's solution](#)

128.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[CharlieV's solution](#)

129.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[CharlieV's solution](#)

130.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[CharlieV's solution](#)

131.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[CharlieV's solution](#)

132.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[CharlieV's solution](#)

133.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[CharlieV's solution](#)

134.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-03-16 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[CharlieV's solution](#)

135.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[CharlieV's solution](#)

136.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[CharlieV's solution](#)

137.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[CharlieV's solution](#)

138.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[CharlieV's solution](#)

139.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[CharlieV's solution](#)

140.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths

[CharlieV's solution](#)

141.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[CharlieV's solution](#)

142.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[CharlieV's solution](#)

143.

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics,

math

[CharlieV's solution](#)

144.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[CharlieV's solution](#)

145.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, math

[CharlieV's solution](#)

146.

1031F

[Familiar Operations](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 2800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math

[CharlieV's solution](#)

147.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[CharlieV's solution](#)

148.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[CharlieV's solution](#)

149.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[CharlieV's solution](#)

150.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[CharlieV's solution](#)

151.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[CharlieV's solution](#)

152.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[CharlieV's solution](#)

153.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings

[CharlieV's solution](#)

154.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[CharlieV's solution](#)

155.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[CharlieV's solution](#)

156.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[CharlieV's solution](#)

157.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[CharlieV's solution](#)

158.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings

[CharlieV's solution](#)

159.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[CharlieV's solution](#)

160.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[CharlieV's solution](#)

161.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[CharlieV's solution](#)

162.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths

[CharlieV's solution](#)

163.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[CharlieV's solution](#)

164.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-10-02 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

math

[CharlieV's solution](#)

165.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[CharlieV's solution](#)

166.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[CharlieV's solution](#)

167.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[CharlieV's solution](#)

168.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[CharlieV's solution](#)

169.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[CharlieV's solution](#)

170.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[CharlieV's solution](#)

171.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[CharlieV's solution](#)

172.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees

[CharlieV's solution](#)

173.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[CharlieV's solution](#)

174.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[CharlieV's solution](#)

175.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[CharlieV's solution](#)

176.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[CharlieV's solution](#)

177.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[CharlieV's solution](#)

178.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[CharlieV's solution](#)

179.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[CharlieV's solution](#)

180.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[CharlieV's solution](#)

181.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[CharlieV's solution](#)

182.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[CharlieV's solution](#)

183.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[CharlieV's solution](#)

184.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[CharlieV's solution](#)

185.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[CharlieV's solution](#)

186.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-10-12 · last AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[CharlieV's solution](#)

187.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[CharlieV's solution](#)

188.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[CharlieV's solution](#)

189.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[CharlieV's solution](#)

190.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[CharlieV's solution](#)

191.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[CharlieV's solution](#)

192.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[CharlieV's solution](#)

193.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[CharlieV's solution](#)

194.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[CharlieV's solution](#)

195.

1428G2

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

Quality: 728 global accepts · Rating: 3000 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[CharlieV's solution](#)

196.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[CharlieV's solution](#)

197.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[CharlieV's solution](#)

198.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy

[CharlieV's solution](#)

199.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[CharlieV's solution](#)

200.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths

[CharlieV's solution](#)

201.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[CharlieV's solution](#)

202.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[CharlieV's solution](#)

203.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[CharlieV's solution](#)

204.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-07-08 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[CharlieV's solution](#)

205.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[CharlieV's solution](#)

206.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[CharlieV's solution](#)

207.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[CharlieV's solution](#)

208.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[CharlieV's solution](#)

209.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[CharlieV's solution](#)

210.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[CharlieV's solution](#)

211.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[CharlieV's solution](#)

212.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[CharlieV's solution](#)

213.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[CharlieV's solution](#)

214.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[CharlieV's solution](#)

215.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[CharlieV's solution](#)

216.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[CharlieV's solution](#)

217.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2022-01-13 · last AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[CharlieV's solution](#)

218.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[CharlieV's solution](#)

219.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[CharlieV's solution](#)

220.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[CharlieV's solution](#)

221.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[CharlieV's solution](#)

222.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[CharlieV's solution](#)

223.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CharlieV's solution](#)

224.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[CharlieV's solution](#)

225.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[CharlieV's solution](#)

226.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[CharlieV's solution](#)

227.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[CharlieV's solution](#)

228.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[CharlieV's solution](#)

229.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[CharlieV's solution](#)

230.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2023-09-11 · last AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[CharlieV's solution](#)

231.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[CharlieV's solution](#)

232.

1882E2

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

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

233.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar

[CharlieV's solution](#)

234.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[CharlieV's solution](#)

235.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[CharlieV's solution](#)

236.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs,

implementation, math, trees

[CharlieV's solution](#)

237.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[CharlieV's solution](#)

238.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

239.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[CharlieV's solution](#)

240.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[CharlieV's solution](#)

241.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[CharlieV's solution](#)

242.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[CharlieV's solution](#)

243.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[CharlieV's solution](#)

244.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-01 · last AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[CharlieV's solution](#)

245.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

246.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[CharlieV's solution](#)

247.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[CharlieV's solution](#)

248.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[CharlieV's solution](#)

249.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[CharlieV's solution](#)

250.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[CharlieV's solution](#)

251.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[CharlieV's solution](#)

252.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-03-18 · last AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, flows, greedy

[CharlieV's solution](#)

253.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-10-13 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees

[CharlieV's solution](#)

254.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[CharlieV's solution](#)

255.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, probabilities, trees

[CharlieV's solution](#)

256.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[CharlieV's solution](#)

257.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

258.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[CharlieV's solution](#)

259.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[CharlieV's solution](#)

260.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[CharlieV's solution](#)

261.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[CharlieV's solution](#)

262.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 3200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[CharlieV's solution](#)

263.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: games

[CharlieV's solution](#)

264.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2024-03-13 · PyPy 3-64 (first AC) · Tags: interactive, math, number theory

[CharlieV's solution](#)

265.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[CharlieV's solution](#)

266.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[CharlieV's solution](#)

267.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[CharlieV's solution](#)

268.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[CharlieV's solution](#)

269.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[CharlieV's solution](#)

270.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[CharlieV's solution](#)

271.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[CharlieV's solution](#)

272.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[CharlieV's solution](#)

273.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[CharlieV's solution](#)

274.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[CharlieV's solution](#)

275.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2022-02-11 · last AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[CharlieV's solution](#)

276.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[CharlieV's solution](#)

277.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory, trees

[CharlieV's solution](#)

278.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[CharlieV's solution](#)

279.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[CharlieV's solution](#)

280.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[CharlieV's solution](#)

281.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[CharlieV's solution](#)

282.

1482G

[Vabank](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 3200 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[CharlieV's solution](#)

283.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[CharlieV's solution](#)

284.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[CharlieV's solution](#)

285.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[CharlieV's solution](#)

286.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[CharlieV's solution](#)

287.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[CharlieV's solution](#)

288.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[CharlieV's solution](#)

289.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[CharlieV's solution](#)

290.

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[CharlieV's solution](#)

291.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[CharlieV's solution](#)

292.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CharlieV's solution](#)

293.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[CharlieV's solution](#)

294.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[CharlieV's solution](#)

295.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[CharlieV's solution](#)

296.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[CharlieV's solution](#)

297.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[CharlieV's solution](#)

298.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[CharlieV's solution](#)

299.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: flows

[CharlieV's solution](#)

300.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[CharlieV's solution](#)

301.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[CharlieV's solution](#)

302.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[CharlieV's solution](#)

303.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[CharlieV's solution](#)

304.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-10-31 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, flows, graphs

[CharlieV's solution](#)

305.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[CharlieV's solution](#)

306.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[CharlieV's solution](#)

307.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[CharlieV's solution](#)

308.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[CharlieV's solution](#)

309.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[CharlieV's solution](#)

310.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[CharlieV's solution](#)

311.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[CharlieV's solution](#)

312.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[CharlieV's solution](#)

313.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[CharlieV's solution](#)

314.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[CharlieV's solution](#)

315.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[CharlieV's solution](#)

316.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[CharlieV's solution](#)

317.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[CharlieV's solution](#)

318.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[CharlieV's solution](#)

319.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees
[CharlieV's solution](#)

320.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[CharlieV's solution](#)

321.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CharlieV's solution](#)

322.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[CharlieV's solution](#)

323.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[CharlieV's solution](#)

324.

1912C

[Cactus Transformation](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 3300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

325.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[CharlieV's solution](#)

326.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CharlieV's solution](#)

327.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math, probabilities

[CharlieV's solution](#)

328.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory

[CharlieV's solution](#)

329.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

330.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[CharlieV's solution](#)

331.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer
[CharlieV's solution](#)

332.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[CharlieV's solution](#)

333.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy
[CharlieV's solution](#)

334.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[CharlieV's solution](#)

335.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: fft, graphs, math
[CharlieV's solution](#)

336.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[CharlieV's solution](#)

337.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, trees
[CharlieV's solution](#)

338.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[CharlieV's solution](#)

339.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[CharlieV's solution](#)

340.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[CharlieV's solution](#)

341.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[CharlieV's solution](#)

342.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CharlieV's solution](#)

343.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[CharlieV's solution](#)

344.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[CharlieV's solution](#)

345.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[CharlieV's solution](#)

346.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[CharlieV's solution](#)

347.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[CharlieV's solution](#)

348.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[CharlieV's solution](#)

349.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[CharlieV's solution](#)

350.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[CharlieV's solution](#)

351.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2022-01-02 · last AC: 2024-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[CharlieV's solution](#)

352.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[CharlieV's solution](#)

353.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[CharlieV's solution](#)

354.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 3300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[CharlieV's solution](#)

355.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[CharlieV's solution](#)

356.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[CharlieV's solution](#)

357.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[CharlieV's solution](#)

358.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[CharlieV's solution](#)

359.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2023-05-30 · Clang++17 Diagnostics (first AC) · Tags: data structures, sortings

[CharlieV's solution](#)

360.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[CharlieV's solution](#)

361.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[CharlieV's solution](#)

362.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[CharlieV's solution](#)

363.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[CharlieV's solution](#)

364.

1666B

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

Quality: 66 global accepts · Rating: 3300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[CharlieV's solution](#)

365.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[CharlieV's solution](#)

366.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math

[CharlieV's solution](#)

367.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive

[CharlieV's solution](#)

368.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[CharlieV's solution](#)

369.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[CharlieV's solution](#)

370.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[CharlieV's solution](#)

371.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[CharlieV's solution](#)

372.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CharlieV's solution](#)

373.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[CharlieV's solution](#)

374.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[CharlieV's solution](#)

375.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, probabilities

[CharlieV's solution](#)

376.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[CharlieV's solution](#)

377.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[CharlieV's solution](#)

378.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[CharlieV's solution](#)

379.

737E

[Tanya is 5!](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, graphs, greedy, schedules

[CharlieV's solution](#)

380.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[CharlieV's solution](#)

381.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[CharlieV's solution](#)

382.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[CharlieV's solution](#)

383.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[CharlieV's solution](#)

384.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[CharlieV's solution](#)

385.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[CharlieV's solution](#)

386.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[CharlieV's solution](#)

387.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[CharlieV's solution](#)

388.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[CharlieV's solution](#)

389.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[CharlieV's solution](#)

390.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[CharlieV's solution](#)

391.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[CharlieV's solution](#)

392.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[CharlieV's solution](#)

393.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[CharlieV's solution](#)

394.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CharlieV's solution](#)

395.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-03-03 · last AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[CharlieV's solution](#)

396.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[CharlieV's solution](#)

397.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[CharlieV's solution](#)

398.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[CharlieV's solution](#)

399.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[CharlieV's solution](#)

400.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[CharlieV's solution](#)

401.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[CharlieV's solution](#)

402.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, trees

[CharlieV's solution](#)

403.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[CharlieV's solution](#)

404.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar
[CharlieV's solution](#)

405.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory
[CharlieV's solution](#)

406.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[CharlieV's solution](#)

407.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[CharlieV's solution](#)

408.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[CharlieV's solution](#)

409.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[CharlieV's solution](#)

410.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive
[CharlieV's solution](#)

411.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings
[CharlieV's solution](#)

412.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, brute force, games, interactive
[CharlieV's solution](#)

413.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation
[CharlieV's solution](#)

414.

2214E

[Shortest Paths](#) · [Tutorial](#)

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

[CharlieV's solution](#)

415.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings

[CharlieV's solution](#)

416.

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, number theory

[CharlieV's solution](#)

417.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive

[CharlieV's solution](#)

418.

2095G

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

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

[CharlieV's solution](#)

419.

2095D

[Where Am I?](#) · [Tutorial](#)

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

[CharlieV's solution](#)

420.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[CharlieV's solution](#)

421.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures

[CharlieV's solution](#)

422.

1952G

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

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[CharlieV's solution](#)

423.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, schedules

[CharlieV's solution](#)

424.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[CharlieV's solution](#)

425.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[CharlieV's solution](#)

426.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[CharlieV's solution](#)

427.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, number theory

[CharlieV's solution](#)

428.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, brute force, implementation

[CharlieV's solution](#)

429.

1812J

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

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[CharlieV's solution](#)

430.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math

[CharlieV's solution](#)

431.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory

[CharlieV's solution](#)

432.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[CharlieV's solution](#)

433.

102201G

[Good Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[CharlieV's solution](#)

434.

101480C

[Cow Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[CharlieV's solution](#)

435.

101630H

[Hack](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[CharlieV's solution](#)

436.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[CharlieV's solution](#)

437.

102896F

[Find a Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[CharlieV's solution](#)

438.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[CharlieV's solution](#)

439.

101745E

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

Rating: — · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[CharlieV's solution](#)