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# Unique solved — Cocoly1990

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1864A

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**93.**

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[Cocoly1990's solution](#)

**99.**

1606C

[Banknotes · Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Cocoly1990's solution](#)

**100.**

1579D

[Productive Meeting · Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Cocoly1990's solution](#)

**101.**

1264A

[Beautiful Regional Contest · Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Cocoly1990's solution](#)

**102.**

1776L

[Controllers · Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Cocoly1990's solution](#)

**103.**

288B

[Polo the Penguin and Houses · Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Cocoly1990's solution](#)

**104.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Cocoly1990's solution](#)

**105.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Cocoly1990's solution](#)

**106.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Cocoly1990's solution](#)

**107.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Cocoly1990's solution](#)

**108.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,288 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Cocoly1990's solution](#)

**109.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Cocoly1990's solution](#)

**110.**

1822E

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

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Cocoly1990's solution](#)

**111.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Cocoly1990's solution](#)

**112.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Cocoly1990's solution](#)

**113.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Cocoly1990's solution](#)

**114.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Cocoly1990's solution](#)

**115.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Cocoly1990's solution](#)

**116.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Cocoly1990's solution](#)

**117.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-01 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Cocoly1990's solution](#)

**118.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Cocoly1990's solution](#)

**119.**

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Cocoly1990's solution](#)

**120.**

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Cocoly1990's solution](#)

**121.**

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Cocoly1990's solution](#)

**122.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Cocoly1990's solution](#)

**123.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Cocoly1990's solution](#)

**124.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Cocoly1990's solution](#)

**125.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Cocoly1990's solution](#)

**126.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Cocoly1990's solution](#)

**127.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Cocoly1990's solution](#)

**128.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-02-04 · last AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Cocoly1990's solution](#)

**129.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Cocoly1990's solution](#)

**130.**

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Cocoly1990's solution](#)

**131.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Cocoly1990's solution](#)

**132.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Cocoly1990's solution](#)

**133.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Cocoly1990's solution](#)

**134.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Cocoly1990's solution](#)

**135.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Cocoly1990's solution](#)

**136.**

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Cocoly1990's solution](#)

**137.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Cocoly1990's solution](#)

**138.**

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Cocoly1990's solution](#)

**139.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Cocoly1990's solution](#)

**140.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Cocoly1990's solution](#)

**141.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Cocoly1990's solution](#)

**142.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Cocoly1990's solution](#)

**143.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Cocoly1990's solution](#)

**144.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Cocoly1990's solution](#)

**145.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Cocoly1990's solution](#)

**146.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[Cocoly1990's solution](#)

**147.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[Cocoly1990's solution](#)

**148.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees  
[Cocoly1990's solution](#)

**149.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,087 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy  
[Cocoly1990's solution](#)

**150.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[Cocoly1990's solution](#)

**151.**

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs  
[Cocoly1990's solution](#)

**152.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math  
[Cocoly1990's solution](#)

**153.**

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[Cocoly1990's solution](#)

**154.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory  
[Cocoly1990's solution](#)

**155.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Cocoly1990's solution](#)

**156.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Cocoly1990's solution](#)

**157.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Cocoly1990's solution](#)

**158.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Cocoly1990's solution](#)

**159.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Cocoly1990's solution](#)

**160.**

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[Cocoly1990's solution](#)

**161.**

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[Cocoly1990's solution](#)

**162.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Cocoly1990's solution](#)

**163.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Cocoly1990's solution](#)

**164.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Cocoly1990's solution](#)

**165.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Cocoly1990's solution](#)

**166.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Cocoly1990's solution](#)

**167.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Cocoly1990's solution](#)

**168.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Cocoly1990's solution](#)

**169.**

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Cocoly1990's solution](#)

**170.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Cocoly1990's solution](#)

**171.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Cocoly1990's solution](#)

**172.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Cocoly1990's solution](#)

**173.**

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[Cocoly1990's solution](#)

**174.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Cocoly1990's solution](#)

**175.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Cocoly1990's solution](#)

**176.**

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Cocoly1990's solution](#)

**177.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Cocoly1990's solution](#)

**178.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Cocoly1990's solution](#)

**179.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Cocoly1990's solution](#)

**180.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Cocoly1990's solution](#)

**181.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Cocoly1990's solution](#)

**182.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Cocoly1990's solution](#)

**183.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[Cocoly1990's solution](#)

**184.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Cocoly1990's solution](#)

**185.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Cocoly1990's solution](#)

**186.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Cocoly1990's solution](#)

**187.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[Cocoly1990's solution](#)

**188.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Cocoly1990's solution](#)

**189.**

2124F1

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

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Cocoly1990's solution](#)

**190.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cocoly1990's solution](#)

**191.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Cocoly1990's solution](#)

**192.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Cocoly1990's solution](#)

**193.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Cocoly1990's solution](#)

**194.**

438D

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

Quality: 11,601 global accepts · Rating: 2300 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Cocoly1990's solution](#)

**195.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Cocoly1990's solution](#)

**196.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Cocoly1990's solution](#)

**197.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Cocoly1990's solution](#)

**198.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Cocoly1990's solution](#)

**199.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Cocoly1990's solution](#)

**200.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Cocoly1990's solution](#)

**201.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Cocoly1990's solution](#)

**202.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Cocoly1990's solution](#)

**203.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Cocoly1990's solution](#)

**204.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Cocoly1990's solution](#)

**205.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Cocoly1990's solution](#)

**206.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Cocoly1990's solution](#)

**207.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Cocoly1990's solution](#)

**208.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Cocoly1990's solution](#)

**209.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Cocoly1990's solution](#)

**210.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Cocoly1990's solution](#)

**211.**

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[Cocoly1990's solution](#)

**212.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Cocoly1990's solution](#)

**213.**

1633E

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

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Cocoly1990's solution](#)

**214.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Cocoly1990's solution](#)

**215.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Cocoly1990's solution](#)

**216.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Cocoly1990's solution](#)

**217.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Cocoly1990's solution](#)

**218.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Cocoly1990's solution](#)

**219.**

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Cocoly1990's solution](#)

**220.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Cocoly1990's solution](#)

**221.**

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Cocoly1990's solution](#)

**222.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Cocoly1990's solution](#)

**223.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, interactive, sortings

[Cocoly1990's solution](#)

**224.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive

[Cocoly1990's solution](#)

**225.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Cocoly1990's solution](#)

**226.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Cocoly1990's solution](#)

**227.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-07-06 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Cocoly1990's solution](#)

**228.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Cocoly1990's solution](#)

**229.**

2151G1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math

[Cocoly1990's solution](#)

**230.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Cocoly1990's solution](#)

**231.**

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Cocoly1990's solution](#)

**232.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Cocoly1990's solution](#)

**233.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Cocoly1990's solution](#)

**234.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Cocoly1990's solution](#)

**235.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Cocoly1990's solution](#)

**236.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Cocoly1990's solution](#)

**237.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Cocoly1990's solution](#)

**238.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Cocoly1990's solution](#)

**239.**

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[Cocoly1990's solution](#)

**240.**

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Cocoly1990's solution](#)

**241.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Cocoly1990's solution](#)

**242.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Cocoly1990's solution](#)

**243.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Cocoly1990's solution](#)

**244.**

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Cocoly1990's solution](#)

**245.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Cocoly1990's solution](#)

**246.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-04 · last AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Cocoly1990's solution](#)

**247.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Cocoly1990's solution](#)

**248.**

2215D

[EXPloration, EXPlotation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Cocoly1990's solution](#)

**249.**

2151G2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Cocoly1990's solution](#)

**250.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Cocoly1990's solution](#)

**251.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Cocoly1990's solution](#)

**252.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Cocoly1990's solution](#)

**253.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Cocoly1990's solution](#)

**254.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Cocoly1990's solution](#)

**255.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Cocoly1990's solution](#)

**256.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Cocoly1990's solution](#)

**257.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Cocoly1990's solution](#)

**258.**

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Cocoly1990's solution](#)

**259.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Cocoly1990's solution](#)

**260.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[Cocoly1990's solution](#)

**261.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Cocoly1990's solution](#)

**262.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Cocoly1990's solution](#)

**263.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Cocoly1990's solution](#)

**264.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Cocoly1990's solution](#)

**265.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Cocoly1990's solution](#)

**266.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Cocoly1990's solution](#)

**267.**

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Cocoly1990's solution](#)

**268.**

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Cocoly1990's solution](#)

**269.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Cocoly1990's solution](#)

**270.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cocoly1990's solution](#)

**271.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[Cocoly1990's solution](#)

**272.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[Cocoly1990's solution](#)

**273.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Cocoly1990's solution](#)

**274.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Cocoly1990's solution](#)

**275.**

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Cocoly1990's solution](#)

**276.**

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cocoly1990's solution](#)

**277.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Cocoly1990's solution](#)

**278.**

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Cocoly1990's solution](#)

**279.**

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cocoly1990's solution](#)

**280.**

105657M

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

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Cocoly1990's solution](#)

**281.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Cocoly1990's solution](#)

**282.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Cocoly1990's solution](#)

**283.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cocoly1990's solution](#)

**284.**

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Cocoly1990's solution](#)

**285.**

104976F

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