

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

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Unique solved — Coffins

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

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

Filters: none

Count: 297

1.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,855 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: [binary search](#), [brute force](#), [expression parsing](#), [math](#), [schedules](#)

[Coffins's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[Coffins's solution](#)

3.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[Coffins's solution](#)

4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [number theory](#)

[Coffins's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [sortings](#)

[Coffins's solution](#)

6.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)

[Coffins's solution](#)

7.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[Coffins's solution](#)

8.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,549 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: [graph matchings](#), [greedy](#)

[Coffins's solution](#)

9.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#)

[Coffins's solution](#)

10.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Coffins's solution](#)

11.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Coffins's solution](#)

12.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Coffins's solution](#)

13.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Coffins's solution](#)

14.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Coffins's solution](#)

15.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Coffins's solution](#)

16.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Coffins's solution](#)

17.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Coffins's solution](#)

18.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Coffins's solution](#)

19.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Coffins's solution](#)

20.

2174A

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Coffins's solution](#)

21.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Coffins's solution](#)

22.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Coffins's solution](#)

23.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[Coffins's solution](#)

24.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Coffins's solution](#)

25.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation

[Coffins's solution](#)

26.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Coffins's solution](#)

27.

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Coffins's solution](#)

28.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Coffins's solution](#)

29.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Coffins's solution](#)

30.

870C

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

Quality: 9,766 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Coffins's solution](#)

31.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Coffins's solution](#)

32.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,711 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Coffins's solution](#)

33.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Coffins's solution](#)

34.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Coffins's solution](#)

35.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Coffins's solution](#)

36.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Coffins's solution](#)

37.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Coffins's solution](#)

38.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Coffins's solution](#)

39.

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Coffins's solution](#)

40.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,864 global accepts · Rating: 1500 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Coffins's solution](#)

41.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Coffins's solution](#)

42.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Coffins's solution](#)

43.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Coffins's solution](#)

44.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Coffins's solution](#)

45.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Coffins's solution](#)

46.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2024-08-07 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Coffins's solution](#)

47.

1957C

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

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Coffins's solution](#)

48.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, math

[Coffins's solution](#)

49.

2201A2

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

Quality: 5,083 global accepts · Rating: 1700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Coffins's solution](#)

50.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Coffins's solution](#)

51.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Coffins's solution](#)

52.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Coffins's solution](#)

53.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Coffins's solution](#)

54.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Coffins's solution](#)

55.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Coffins's solution](#)

56.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[Coffins's solution](#)

57.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Coffins's solution](#)

58.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Coffins's solution](#)

59.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Coffins's solution](#)

60.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Coffins's solution](#)

61.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Coffins's solution](#)

62.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation

[Coffins's solution](#)

63.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Coffins's solution](#)

64.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Coffins's solution](#)

65.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Coffins's solution](#)

66.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Coffins's solution](#)

67.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Coffins's solution](#)

68.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Coffins's solution](#)

69.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Coffins's solution](#)

70.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Coffins's solution](#)

71.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[Coffins's solution](#)

72.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Coffins's solution](#)

73.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Coffins's solution](#)

74.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Coffins's solution](#)

75.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Coffins's solution](#)

76.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Coffins's solution](#)

77.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math

[Coffins's solution](#)

78.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, probabilities

[Coffins's solution](#)

79.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Coffins's solution](#)

80.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Coffins's solution](#)

81.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2026-04-05 · last AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[Coffins's solution](#)

82.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Coffins's solution](#)

83.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Coffins's solution](#)

84.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Coffins's solution](#)

85.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Coffins's solution](#)

86.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Coffins's solution](#)

87.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[Coffins's solution](#)

88.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Coffins's solution](#)

89.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Coffins's solution](#)

90.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Coffins's solution](#)

91.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Coffins's solution](#)

92.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Coffins's solution](#)

93.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Coffins's solution](#)

94.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Coffins's solution](#)

95.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Coffins's solution](#)

96.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2024-07-10 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Coffins's solution](#)

97.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Coffins's solution](#)

98.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[Coffins's solution](#)

99.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Coffins's solution](#)

100.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Coffins's solution](#)

101.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-01-18 · last AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Coffins's solution](#)

102.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Coffins's solution](#)

103.

967E

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Coffins's solution](#)

104.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Coffins's solution](#)

105.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Coffins's solution](#)

106.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Coffins's solution](#)

107.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Coffins's solution](#)

108.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Coffins's solution](#)

109.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Coffins's solution](#)

110.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Coffins's solution](#)

111.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Coffins's solution](#)

112.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Coffins's solution](#)

113.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Coffins's solution](#)

114.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Coffins's solution](#)

115.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Coffins's solution](#)

116.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Coffins's solution](#)

117.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Coffins's solution](#)

118.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Coffins's solution](#)

119.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Coffins's solution](#)

120.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Coffins's solution](#)

121.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Coffins's solution](#)

122.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Coffins's solution](#)

123.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Coffins's solution](#)

124.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[Coffins's solution](#)

125.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Coffins's solution](#)

126.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Coffins's solution](#)

127.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Coffins's solution](#)

128.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Coffins's solution](#)

129.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Coffins's solution](#)

130.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[Coffins's solution](#)

131.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Coffins's solution](#)

132.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-01-18 · last AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Coffins's solution](#)

133.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Coffins's solution](#)

134.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Coffins's solution](#)

135.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-11-09 · last AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Coffins's solution](#)

136.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Coffins's solution](#)

137.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Coffins's solution](#)

138.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Coffins's solution](#)

139.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Coffins's solution](#)

140.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Coffins's solution](#)

141.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Coffins's solution](#)

142.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Coffins's solution](#)

143.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Coffins's solution](#)

144.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Coffins's solution](#)

145.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Coffins's solution](#)

146.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[Coffins's solution](#)

147.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Coffins's solution](#)

148.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[Coffins's solution](#)

149.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Coffins's solution](#)

150.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Coffins's solution](#)

151.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Coffins's solution](#)

152.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Coffins's solution](#)

153.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Coffins's solution](#)

154.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Coffins's solution](#)

155.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Coffins's solution](#)

156.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Coffins's solution](#)

157.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Coffins's solution](#)

158.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Coffins's solution](#)

159.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Coffins's solution](#)

160.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Coffins's solution](#)

161.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Coffins's solution](#)

162.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Coffins's solution](#)

163.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Coffins's solution](#)

164.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Coffins's solution](#)

165.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Coffins's solution](#)

166.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Coffins's solution](#)

167.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Coffins's solution](#)

168.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Coffins's solution](#)

169.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Coffins's solution](#)

170.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[Coffins's solution](#)

171.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Coffins's solution](#)

172.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[Coffins's solution](#)

173.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
[Coffins's solution](#)

174.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[Coffins's solution](#)

175.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees
[Coffins's solution](#)

176.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Coffins's solution](#)

177.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[Coffins's solution](#)

178.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Coffins's solution](#)

179.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[Coffins's solution](#)

180.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[Coffins's solution](#)

181.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees
[Coffins's solution](#)

182.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Coffins's solution](#)

183.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Coffins's solution](#)

184.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Coffins's solution](#)

185.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Coffins's solution](#)

186.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[Coffins's solution](#)

187.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Coffins's solution](#)

188.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Coffins's solution](#)

189.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Coffins's solution](#)

190.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Coffins's solution](#)

191.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Coffins's solution](#)

192.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Coffins's solution](#)

193.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Coffins's solution](#)

194.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Coffins's solution](#)

195.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Coffins's solution](#)

196.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Coffins's solution](#)

197.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Coffins's solution](#)

198.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-01-17 · last AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Coffins's solution](#)

199.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[Coffins's solution](#)

200.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Coffins's solution](#)

201.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[Coffins's solution](#)

202.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Coffins's solution](#)

203.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Coffins's solution](#)

204.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Coffins's solution](#)

205.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[Coffins's solution](#)

206.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Coffins's solution](#)

207.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Coffins's solution](#)

208.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Coffins's solution](#)

209.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Coffins's solution](#)

210.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Coffins's solution](#)

211.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Coffins's solution](#)

212.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Coffins's solution](#)

213.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[Coffins's solution](#)

214.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Coffins's solution](#)

215.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[Coffins's solution](#)

216.

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Coffins's solution](#)

217.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-01-19 · last AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Coffins's solution](#)

218.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Coffins's solution](#)

219.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[Coffins's solution](#)

220.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[Coffins's solution](#)

221.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Coffins's solution](#)

222.

1776M

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

Quality: 508 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees

[Coffins's solution](#)

223.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Coffins's solution](#)

224.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Coffins's solution](#)

225.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Coffins's solution](#)

226.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Coffins's solution](#)

227.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Coffins's solution](#)

228.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Coffins's solution](#)

229.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[Coffins's solution](#)

230.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Coffins's solution](#)

231.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Coffins's solution](#)

232.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-04-06 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[Coffins's solution](#)

233.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Coffins's solution](#)

234.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Coffins's solution](#)

235.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Coffins's solution](#)

236.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Coffins's solution](#)

237.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[Coffins's solution](#)

238.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Coffins's solution](#)

239.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[Coffins's solution](#)

240.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Coffins's solution](#)

241.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[Coffins's solution](#)

242.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Coffins's solution](#)

243.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Coffins's solution](#)

244.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Coffins's solution](#)

245.

1037G

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

Quality: 373 global accepts · Rating: 3200 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[Coffins's solution](#)

246.

1284F

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

Quality: 413 global accepts · Rating: 3200 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Coffins's solution](#)

247.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Coffins's solution](#)

248.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Coffins's solution](#)

249.

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Coffins's solution](#)

250.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Coffins's solution](#)

251.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Coffins's solution](#)

252.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Coffins's solution](#)

253.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Coffins's solution](#)

254.

1268D

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

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Coffins's solution](#)

255.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Coffins's solution](#)

256.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Coffins's solution](#)

257.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Coffins's solution](#)

258.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Coffins's solution](#)

259.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Coffins's solution](#)

260.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Coffins's solution](#)

261.

1718D

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

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-12-12 · last AC: 2025-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Coffins's solution](#)

262.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Coffins's solution](#)

263.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Coffins's solution](#)

264.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Coffins's solution](#)

265.

986F

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

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Coffins's solution](#)

266.

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Coffins's solution](#)

267.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[Coffins's solution](#)

268.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-03-26 · last AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Coffins's solution](#)

269.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Coffins's solution](#)

270.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Coffins's solution](#)

271.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Coffins's solution](#)

272.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Coffins's solution](#)

273.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-02-19 · last AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Coffins's solution](#)

274.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[Coffins's solution](#)

275.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Coffins's solution](#)

276.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Coffins's solution](#)

277.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Coffins's solution](#)

278.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[Coffins's solution](#)

279.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Coffins's solution](#)

280.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Coffins's solution](#)

281.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Coffins's solution](#)

282.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[Coffins's solution](#)

283.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[Coffins's solution](#)

284.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Coffins's solution](#)

285.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Coffins's solution](#)

286.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Coffins's solution](#)

287.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Coffins's solution](#)

288.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Coffins's solution](#)

289.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Coffins's solution](#)

290.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Coffins's solution](#)

291.

104825J

[pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Coffins's solution](#)

292.

104825H

[LCA Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Coffins's solution](#)

293.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Coffins's solution](#)

294.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Coffins's solution](#)

295.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Coffins's solution](#)

296.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Coffins's solution](#)

297.

102471K

[All Pair Maximum Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Coffins's solution](#)