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Unique solved — Crysfly

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

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Count: 387

1.

2161A

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1984A

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1870A

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1842A

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12.

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1782A

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22.

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23.

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1654A

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28.

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29.

1586A

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30.

1566B

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32.

1553A

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33.

1530B

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38.

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41.

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1726A
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53.

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54.

1770A

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55.

1770B

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1761B

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1515B

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61.

1842B

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63.

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1726B

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67.

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68.

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69.

1610B

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70.

1566D1

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1511C

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73.

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74.

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75.

2039C1

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76.

1909B

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77.

1870B

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78.

1799B

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79.

1738B

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80.

1656C

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81.

1637C

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82.

1586B

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83.

1553C

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84.

1530C

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85.

1517B

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87.

1504B

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88.

1497C1

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89.

1497B

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90.

1984C1

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91.

1870C

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92.

1864C

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93.

1815A

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94.

1746C

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95.

1737B

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96.

1726C

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97.

1667A

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98.

1603A

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99.

1601A

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100.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Crysfly's solution](#)

101.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Crysfly's solution](#)

102.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Crysfly's solution](#)

103.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Crysfly's solution](#)

104.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Crysfly's solution](#)

105.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Crysfly's solution](#)

106.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Crysfly's solution](#)

107.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Crysfly's solution](#)

108.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Crysfly's solution](#)

109.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Crysfly's solution](#)

110.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[Crysfly's solution](#)

111.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Crysfly's solution](#)

112.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Crysfly's solution](#)

113.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Crysfly's solution](#)

114.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Crysfly's solution](#)

115.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Crysfly's solution](#)

116.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Crysfly's solution](#)

117.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Crysfly's solution](#)

118.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Crysfly's solution](#)

119.

1738C

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

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[Crysfly's solution](#)

120.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Crysfly's solution](#)

121.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Crysfly's solution](#)

122.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[Crysfly's solution](#)

123.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Crysfly's solution](#)

124.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crysfly's solution](#)

125.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Crysfly's solution](#)

126.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Crysfly's solution](#)

127.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Crysfly's solution](#)

128.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Crysfly's solution](#)

129.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Crysfly's solution](#)

130.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Crysfly's solution](#)

131.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Crysfly's solution](#)

132.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Crysfly's solution](#)

133.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Crysfly's solution](#)

134.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,284 global accepts · Rating: 1600 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: greedy, number theory

[Crysfly's solution](#)

135.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[Crysfly's solution](#)

136.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Crysfly's solution](#)

137.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Crysfly's solution](#)

138.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Crysfly's solution](#)

139.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Crysfly's solution](#)

140.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Crysfly's solution](#)

141.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Crysfly's solution](#)

142.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Crysfly's solution](#)

143.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Crysfly's solution](#)

144.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Crysfly's solution](#)

145.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Crysfly's solution](#)

146.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Crysfly's solution](#)

147.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Crysfly's solution](#)

148.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Crysfly's solution](#)

149.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Crysfly's solution](#)

150.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Crysfly's solution](#)

151.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Crysfly's solution](#)

152.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Crysfly's solution](#)

153.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[Crysfly's solution](#)

154.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[Crysfly's solution](#)

155.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Crysfly's solution](#)

156.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Crysfly's solution](#)

157.

1497E1

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

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Crysfly's solution](#)

158.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Crysfly's solution](#)

159.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Crysfly's solution](#)

160.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Crysfly's solution](#)

161.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Crysfly's solution](#)

162.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Crysfly's solution](#)

163.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Crysfly's solution](#)

164.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Crysfly's solution](#)

165.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Crysfly's solution](#)

166.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Crysfly's solution](#)

167.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Crysfly's solution](#)

168.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Crysfly's solution](#)

169.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Crysfly's solution](#)

170.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Crysfly's solution](#)

171.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Crysfly's solution](#)

172.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Crysfly's solution](#)

173.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Crysfly's solution](#)

174.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Crysfly's solution](#)

175.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Crysfly's solution](#)

176.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Crysfly's solution](#)

177.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Crysfly's solution](#)

178.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Crysfly's solution](#)

179.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Crysfly's solution](#)

180.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Crysfly's solution](#)

181.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Crysfly's solution](#)

182.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Crysfly's solution](#)

183.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Crysfly's solution](#)

184.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Crysfly's solution](#)

185.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,878 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Crysfly's solution](#)

186.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Crysfly's solution](#)

187.

1815B

[Sum Graph · Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Crysfly's solution](#)

188.

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Crysfly's solution](#)

189.

1764D

[Doremy's Pegging Game · Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Crysfly's solution](#)

190.

1726D

[Edge Split · Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Crysfly's solution](#)

191.

1672F1

[Array Shuffling · Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Crysfly's solution](#)

192.

1641B

[Repetitions Decoding · Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Crysfly's solution](#)

193.

1610D

[Not Quite Lee · Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Crysfly's solution](#)

194.

1588B

[Guess the Permutation · Tutorial](#)

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Crysfly's solution](#)

195.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Crysfly's solution](#)

196.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Crysfly's solution](#)

197.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Crysfly's solution](#)

198.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Crysfly's solution](#)

199.

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

[Crysfly's solution](#)

200.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Crysfly's solution](#)

201.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Crysfly's solution](#)

202.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Crysfly's solution](#)

203.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Crysfly's solution](#)

204.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Crysfly's solution](#)

205.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Crysfly's solution](#)

206.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Crysfly's solution](#)

207.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Crysfly's solution](#)

208.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Crysfly's solution](#)

209.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Crysfly's solution](#)

210.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Crysfly's solution](#)

211.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Crysfly's solution](#)

212.

1511E

[Coloring and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[Crysfly's solution](#)

213.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[Crysfly's solution](#)

214.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Crysfly's solution](#)

215.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Crysfly's solution](#)

216.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

217.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Crysfly's solution](#)

218.

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

[Crysfly's solution](#)

219.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Crysfly's solution](#)

220.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Crysfly's solution](#)

221.

1737D

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

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Crysfly's solution](#)

222.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Crysfly's solution](#)

223.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Crysfly's solution](#)

224.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Crysfly's solution](#)

225.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Crysfly's solution](#)

226.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Crysfly's solution](#)

227.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Crysfly's solution](#)

228.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Crysfly's solution](#)

229.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Crysfly's solution](#)

230.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Crysfly's solution](#)

231.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Crysfly's solution](#)

232.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Crysfly's solution](#)

233.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

234.

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Crysfly's solution](#)

235.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Crysfly's solution](#)

236.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Crysfly's solution](#)

237.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Crysfly's solution](#)

238.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Crysfly's solution](#)

239.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Crysfly's solution](#)

240.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Crysfly's solution](#)

241.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[Crysfly's solution](#)

242.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Crysfly's solution](#)

243.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Crysfly's solution](#)

244.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Crysfly's solution](#)

245.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Crysfly's solution](#)

246.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Crysfly's solution](#)

247.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[Crysfly's solution](#)

248.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[Crysfly's solution](#)

249.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Crysfly's solution](#)

250.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Crysfly's solution](#)

251.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Crysfly's solution](#)

252.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Crysfly's solution](#)

253.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crysfly's solution](#)

254.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Crysfly's solution](#)

255.

1912H

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

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Crysfly's solution](#)

256.

1912G

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

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Crysfly's solution](#)

257.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Crysfly's solution](#)

258.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Crysfly's solution](#)

259.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Crysfly's solution](#)

260.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Crysfly's solution](#)

261.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Crysfly's solution](#)

262.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Crysfly's solution](#)

263.

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

[Crysfly's solution](#)

264.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Crysfly's solution](#)

265.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Crysfly's solution](#)

266.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings

[Crysfly's solution](#)

267.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Crysfly's solution](#)

268.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Crysfly's solution](#)

269.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Crysfly's solution](#)

270.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Crysfly's solution](#)

271.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Crysfly's solution](#)

272.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Crysfly's solution](#)

273.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Crysfly's solution](#)

274.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Crysfly's solution](#)

275.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Crysfly's solution](#)

276.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Crysfly's solution](#)

277.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Crysfly's solution](#)

278.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Crysfly's solution](#)

279.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Crysfly's solution](#)

280.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Crysfly's solution](#)

281.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Crysfly's solution](#)

282.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Crysfly's solution](#)

283.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Crysfly's solution](#)

284.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Crysfly's solution](#)

285.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Crysfly's solution](#)

286.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Crysfly's solution](#)

287.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: implementation

[Crysfly's solution](#)

288.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Crysfly's solution](#)

289.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Crysfly's solution](#)

290.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Crysfly's solution](#)

291.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Crysfly's solution](#)

292.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Crysfly's solution](#)

293.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Crysfly's solution](#)

294.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Crysfly's solution](#)

295.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Crysfly's solution](#)

296.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees
[Crysfly's solution](#)

297.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities
[Crysfly's solution](#)

298.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Crysfly's solution](#)

299.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Crysfly's solution](#)

300.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[Crysfly's solution](#)

301.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities, trees
[Crysfly's solution](#)

302.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings
[Crysfly's solution](#)

303.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Crysfly's solution](#)

304.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[Crysfly's solution](#)

305.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games
[Crysfly's solution](#)

306.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: dp
[Crysfly's solution](#)

307.

1514E

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

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Crysfly's solution](#)

308.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[Crysfly's solution](#)

309.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Crysfly's solution](#)

310.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: 2-sat

[Crysfly's solution](#)

311.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Crysfly's solution](#)

312.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Crysfly's solution](#)

313.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Crysfly's solution](#)

314.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Crysfly's solution](#)

315.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Crysfly's solution](#)

316.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Crysfly's solution](#)

317.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[Crysfly's solution](#)

318.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[Crysfly's solution](#)

319.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Crysfly's solution](#)

320.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Crysfly's solution](#)

321.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[Crysfly's solution](#)

322.

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[Crysfly's solution](#)

323.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths
[Crysfly's solution](#)

324.

611G

[New Year and Cake](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2900 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: geometry, two pointers
[Crysfly's solution](#)

325.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: flows
[Crysfly's solution](#)

326.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees
[Crysfly's solution](#)

327.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Crysfly's solution](#)

328.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Crysfly's solution](#)

329.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Crysfly's solution](#)

330.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Crysfly's solution](#)

331.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Crysfly's solution](#)

332.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Crysfly's solution](#)

333.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Crysfly's solution](#)

334.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Crysfly's solution](#)

335.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Crysfly's solution](#)

336.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: dp, math, matrices

[Crysfly's solution](#)

337.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: divide and conquer, two pointers

[Crysfly's solution](#)

338.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Crysfly's solution](#)

339.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Crysfly's solution](#)

340.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Crysfly's solution](#)

341.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Crysfly's solution](#)

342.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[Crysfly's solution](#)

343.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[Crysfly's solution](#)

344.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Crysfly's solution](#)

345.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Crysfly's solution](#)

346.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Crysfly's solution](#)

347.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[Crysfly's solution](#)

348.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Crysfly's solution](#)

349.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: math, number theory

[Crysfly's solution](#)

350.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Crysfly's solution](#)

351.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Crysfly's solution](#)

352.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Crysfly's solution](#)

353.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[Crysfly's solution](#)

354.

1943E2

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

Quality: 371 global accepts · Rating: 3300 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Crysfly's solution](#)

355.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[Crysfly's solution](#)

356.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

357.

1930H

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

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Crysfly's solution](#)

358.

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Crysfly's solution](#)

359.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers

[Crysfly's solution](#)

360.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, geometry

[Crysfly's solution](#)

361.

1718D

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

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Crysfly's solution](#)

362.

1188E

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

Quality: 288 global accepts · Rating: 3300 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: combinatorics

[Crysfly's solution](#)

363.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-24 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[Crysfly's solution](#)

364.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: data structures

[Crysfly's solution](#)

365.

1427G

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

Quality: 497 global accepts · Rating: 3300 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: flows, graphs

[Crysfly's solution](#)

366.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-06-01 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[Crysfly's solution](#)

367.

2084H

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

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Crysfly's solution](#)

368.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Crysfly's solution](#)

369.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Crysfly's solution](#)

370.

1938A

[Antiparticle Antiphysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

371.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

372.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Crysfly's solution](#)

373.

1854F

[Mark and Spaceship](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Crysfly's solution](#)

374.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Crysfly's solution](#)

375.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Crysfly's solution](#)

376.

104937C

[Square Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crysfly's solution](#)

377.

104937B

[Beavers and Revaebs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crysfly's solution](#)

378.

104937A

[Multisets](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crysfly's solution](#)

379.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

380.

104022C

[Lucky Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

381.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

382.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

383.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

384.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

385.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

386.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)

387.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crysfly's solution](#)