

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

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# Unique solved — D14051

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

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

Filters: none

Count: 356

1.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[D14051's solution](#)

2.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[D14051's solution](#)

3.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[D14051's solution](#)

4.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[D14051's solution](#)

5.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[D14051's solution](#)

6.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[D14051's solution](#)

7.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[D14051's solution](#)

8.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[D14051's solution](#)

9.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[D14051's solution](#)

**10.**

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[D14051's solution](#)

**11.**

1944A

## [Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[D14051's solution](#)

**12.**

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[D14051's solution](#)

**13.**

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[D14051's solution](#)

**14.**

1918A

## [Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[D14051's solution](#)

**15.**

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[D14051's solution](#)

**16.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[D14051's solution](#)

**17.**

1900A

## [Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[D14051's solution](#)

**18.**

1896A

## [Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[D14051's solution](#)

**19.**

1901A

## [Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**20.**

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[D14051's solution](#)

**21.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[D14051's solution](#)

**22.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[D14051's solution](#)

**23.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[D14051's solution](#)

**24.**

1884A

[Simple Design](#) · [Tutorial](#)

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

[D14051's solution](#)

**25.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[D14051's solution](#)

**26.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[D14051's solution](#)

**27.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[D14051's solution](#)

**28.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[D14051's solution](#)

**29.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[D14051's solution](#)

- 30.**  
1894B  
[Two Out of Three](#) · [Tutorial](#)  
Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[D14051's solution](#)
- 31.**  
1353C  
[Board Moves](#) · [Tutorial](#)  
Quality: 38,849 global accepts · Rating: 1000 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
[D14051's solution](#)
- 32.**  
2061B  
[Kevin and Geometry](#) · [Tutorial](#)  
Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
[D14051's solution](#)
- 33.**  
1991B  
[AND Reconstruction](#) · [Tutorial](#)  
Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[D14051's solution](#)
- 34.**  
1997C  
[Even Positions](#) · [Tutorial](#)  
Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[D14051's solution](#)
- 35.**  
1997B  
[Make Three Regions](#) · [Tutorial](#)  
Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers  
[D14051's solution](#)
- 36.**  
1994B  
[Fun Game](#) · [Tutorial](#)  
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[D14051's solution](#)
- 37.**  
1942B  
[Bessie and MEX](#) · [Tutorial](#)  
Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[D14051's solution](#)
- 38.**  
1946B  
[Maximum Sum](#) · [Tutorial](#)  
Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[D14051's solution](#)
- 39.**  
1944B  
[Equal XOR](#) · [Tutorial](#)  
Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[D14051's solution](#)

40.

1905B

[Beginner's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[D14051's solution](#)

41.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[D14051's solution](#)

42.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[D14051's solution](#)

43.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[D14051's solution](#)

44.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[D14051's solution](#)

45.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[D14051's solution](#)

46.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[D14051's solution](#)

47.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[D14051's solution](#)

48.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[D14051's solution](#)

49.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[D14051's solution](#)

**50.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[D14051's solution](#)

**51.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[D14051's solution](#)

**52.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[D14051's solution](#)

**53.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[D14051's solution](#)

**54.**

1890C

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

Rating: 1300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[D14051's solution](#)

**55.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[D14051's solution](#)

**56.**

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[D14051's solution](#)

**57.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[D14051's solution](#)

**58.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[D14051's solution](#)

**59.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[D14051's solution](#)

60.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[D14051's solution](#)

61.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[D14051's solution](#)

62.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[D14051's solution](#)

63.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[D14051's solution](#)

64.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[D14051's solution](#)

65.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[D14051's solution](#)

66.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[D14051's solution](#)

67.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings  
[D14051's solution](#)

68.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[D14051's solution](#)

69.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings  
[D14051's solution](#)

**70.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[D14051's solution](#)

**71.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[D14051's solution](#)

**72.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[D14051's solution](#)

**73.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[D14051's solution](#)

**74.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[D14051's solution](#)

**75.**

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[D14051's solution](#)

**76.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-30 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[D14051's solution](#)

**77.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[D14051's solution](#)

**78.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · last AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[D14051's solution](#)

**79.**

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[D14051's solution](#)

**80.**

1948D

[Tandem Repeats? · Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[D14051's solution](#)

**81.**

1896D

[Ones and Twos · Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[D14051's solution](#)

**82.**

1901D

[Yet Another Monster Fight · Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[D14051's solution](#)

**83.**

1898C

[Colorful Grid · Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[D14051's solution](#)

**84.**

1893B

[Neutral Tonicity · Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[D14051's solution](#)

**85.**

1894D

[Neutral Tonicity · Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[D14051's solution](#)

**86.**

1890D

[Doremy's Connecting Plan · Tutorial](#)

Rating: 1700 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings

[D14051's solution](#)

**87.**

1884C

[Medium Design · Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[D14051's solution](#)

**88.**

1051D

[Bicolorings · Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[D14051's solution](#)

**89.**

1904D2

[Set To Max \(Hard Version\) · Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[D14051's solution](#)

**90.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[D14051's solution](#)

**91.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[D14051's solution](#)

**92.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[D14051's solution](#)

**93.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[D14051's solution](#)

**94.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[D14051's solution](#)

**95.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[D14051's solution](#)

**96.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[D14051's solution](#)

**97.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[D14051's solution](#)

**98.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · last AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[D14051's solution](#)

**99.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[D14051's solution](#)

## 100.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[D14051's solution](#)

## 101.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[D14051's solution](#)

## 102.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[D14051's solution](#)

## 103.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-07 · last AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[D14051's solution](#)

## 104.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[D14051's solution](#)

## 105.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[D14051's solution](#)

## 106.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[D14051's solution](#)

## 107.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[D14051's solution](#)

## 108.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[D14051's solution](#)

**109.**

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[D14051's solution](#)

**110.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[D14051's solution](#)

**111.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[D14051's solution](#)

**112.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[D14051's solution](#)

**113.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[D14051's solution](#)

**114.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[D14051's solution](#)

**115.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[D14051's solution](#)

**116.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[D14051's solution](#)

**117.**

1944D

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

Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[D14051's solution](#)

**118.**

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[D14051's solution](#)

**119.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[D14051's solution](#)

**120.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[D14051's solution](#)

**121.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[D14051's solution](#)

**122.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[D14051's solution](#)

**123.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[D14051's solution](#)

**124.**

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[D14051's solution](#)

**125.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[D14051's solution](#)

**126.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[D14051's solution](#)

**127.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[D14051's solution](#)

**128.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[D14051's solution](#)

**129.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[D14051's solution](#)

**130.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[D14051's solution](#)

**131.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[D14051's solution](#)

**132.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[D14051's solution](#)

**133.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[D14051's solution](#)

**134.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[D14051's solution](#)

**135.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[D14051's solution](#)

**136.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[D14051's solution](#)

**137.**

2013E

[Prefix GCD](#) · [Tutorial](#)

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

[D14051's solution](#)

**138.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees

[D14051's solution](#)

**139.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[D14051's solution](#)

**140.**

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[D14051's solution](#)

**141.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · last AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[D14051's solution](#)

**142.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[D14051's solution](#)

**143.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[D14051's solution](#)

**144.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[D14051's solution](#)

**145.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[D14051's solution](#)

**146.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[D14051's solution](#)

**147.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[D14051's solution](#)

**148.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · last AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[D14051's solution](#)

**149.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[D14051's solution](#)

**150.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[D14051's solution](#)

**151.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[D14051's solution](#)

**152.**

1238E

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

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[D14051's solution](#)

**153.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[D14051's solution](#)

**154.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[D14051's solution](#)

**155.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[D14051's solution](#)

**156.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[D14051's solution](#)

**157.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[D14051's solution](#)

**158.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[D14051's solution](#)

**159.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[D14051's solution](#)

**160.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[D14051's solution](#)

**161.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[D14051's solution](#)

**162.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[D14051's solution](#)

**163.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[D14051's solution](#)

**164.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[D14051's solution](#)

**165.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[D14051's solution](#)

**166.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[D14051's solution](#)

**167.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[D14051's solution](#)

**168.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[D14051's solution](#)

**169.**

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[D14051's solution](#)

**170.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[D14051's solution](#)

**171.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[D14051's solution](#)

**172.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[D14051's solution](#)

**173.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths

[D14051's solution](#)

**174.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[D14051's solution](#)

**175.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[D14051's solution](#)

**176.**

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[D14051's solution](#)

**177.**

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[D14051's solution](#)

**178.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[D14051's solution](#)

**179.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[D14051's solution](#)

**180.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[D14051's solution](#)

**181.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[D14051's solution](#)

**182.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[D14051's solution](#)

**183.**

115E

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

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[D14051's solution](#)

**184.**

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[D14051's solution](#)

**185.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · last AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[D14051's solution](#)

**186.**

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[D14051's solution](#)

**187.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[D14051's solution](#)

**188.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

bitmasks, data structures, greedy, two pointers

[D14051's solution](#)

**189.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[D14051's solution](#)

**190.**

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[D14051's solution](#)

**191.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[D14051's solution](#)

**192.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[D14051's solution](#)

**193.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[D14051's solution](#)

**194.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[D14051's solution](#)

**195.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[D14051's solution](#)

**196.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[D14051's solution](#)

**197.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[D14051's solution](#)

**198.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[D14051's solution](#)

**199.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs

[D14051's solution](#)

**200.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[D14051's solution](#)

**201.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[D14051's solution](#)

**202.**

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[D14051's solution](#)

**203.**

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[D14051's solution](#)

**204.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[D14051's solution](#)

**205.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[D14051's solution](#)

**206.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[D14051's solution](#)

**207.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[D14051's solution](#)

**208.**

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, data structures, graphs

[D14051's solution](#)

**209.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[D14051's solution](#)

**210.**

1890E2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[D14051's solution](#)

**211.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[D14051's solution](#)

**212.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[D14051's solution](#)

**213.**

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[D14051's solution](#)

**214.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings

[D14051's solution](#)

**215.**

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2024-10-30 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[D14051's solution](#)

**216.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[D14051's solution](#)

**217.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs

[D14051's solution](#)

**218.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-31 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[D14051's solution](#)

**219.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[D14051's solution](#)

**220.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[D14051's solution](#)

**221.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[D14051's solution](#)

**222.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[D14051's solution](#)

**223.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[D14051's solution](#)

**224.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2024-02-12 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[D14051's solution](#)

**225.**

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[D14051's solution](#)

**226.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[D14051's solution](#)

**227.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: \*special, binary search, constructive algorithms, interactive

[D14051's solution](#)

**228.**

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[D14051's solution](#)

**229.**

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[D14051's solution](#)

**230.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[D14051's solution](#)

**231.**

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[D14051's solution](#)

**232.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[D14051's solution](#)

**233.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[D14051's solution](#)

**234.**

1152F1

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

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-02-06 · last AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[D14051's solution](#)

**235.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[D14051's solution](#)

**236.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[D14051's solution](#)

**237.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2026-01-22 · last AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities

[D14051's solution](#)

**238.**

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2022-06-22 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[D14051's solution](#)

**239.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[D14051's solution](#)

**240.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, sortings

[D14051's solution](#)

**241.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[D14051's solution](#)

**242.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[D14051's solution](#)

**243.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[D14051's solution](#)

**244.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[D14051's solution](#)

**245.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

[D14051's solution](#)

**246.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[D14051's solution](#)

**247.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[D14051's solution](#)

**248.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[D14051's solution](#)

**249.**

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[D14051's solution](#)

**250.**

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[D14051's solution](#)

**251.**

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-13 · last AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[D14051's solution](#)

**252.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[D14051's solution](#)

**253.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[D14051's solution](#)

**254.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[D14051's solution](#)

**255.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[D14051's solution](#)

**256.**

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[D14051's solution](#)

**257.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[D14051's solution](#)

**258.**

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, trees

[D14051's solution](#)

**259.**

1936F

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

Quality: 171 global accepts · Rating: 3300 · first AC: 2025-06-30 · last AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[D14051's solution](#)

**260.**

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[D14051's solution](#)

**261.**

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[D14051's solution](#)

**262.**

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

[D14051's solution](#)

**263.**

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2025-02-27 · last AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive

[D14051's solution](#)

**264.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[D14051's solution](#)

**265.**

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**266.**

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**267.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**268.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**269.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**270.**

103069A

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

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**271.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**272.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**273.**

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**274.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**275.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**276.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[D14051's solution](#)

**277.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[D14051's solution](#)

**278.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**279.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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**280.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[D14051's solution](#)

**281.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[D14051's solution](#)

**282.**

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**283.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**284.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**285.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**286.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**287.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[D14051's solution](#)

**288.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**289.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[D14051's solution](#)

**290.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**291.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[D14051's solution](#)

**292.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[D14051's solution](#)

**293.**

104128I

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

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**294.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**295.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[D14051's solution](#)

**296.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**297.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**298.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**299.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**300.**

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**301.**

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**302.**

104076D

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

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**303.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**304.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**305.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**306.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**307.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**308.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**309.**

104373J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**310.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**311.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**312.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**313.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**314.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**315.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**316.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**317.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**318.**

104821H

[Puzzle: Question Mark](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**319.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**320.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**321.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**322.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[D14051's solution](#)

**323.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**324.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**325.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**326.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**327.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[D14051's solution](#)

**328.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**329.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**330.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**331.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**332.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**333.**

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[D14051's solution](#)

**334.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**335.**

104857C

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

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**336.**

104857J

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[D14051's solution](#)

**337.**

104857E

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Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**338.**

104857F

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

Rating: — · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[D14051's solution](#)

**339.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**340.**

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**341.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**342.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[D14051's solution](#)

**343.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**344.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**345.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**346.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**347.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[D14051's solution](#)

**348.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[D14051's solution](#)

**349.**

104901B

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

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**350.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[D14051's solution](#)

**351.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[D14051's solution](#)

**352.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[D14051's solution](#)

**353.**

104901E

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Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[D14051's solution](#)

**354.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[D14051's solution](#)

**355.**

104901I

[Strange Sorting](#) · [Tutorial](#)

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[D14051's solution](#)

**356.**

104901D

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[D14051's solution](#)