

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

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# Unique solved — DJ2006

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

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Filters: none

Count: 704

- 1.**  
2204B  
[Right Maximum](#) · [Tutorial](#)  
Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[DJ2006's solution](#)
- 2.**  
2204A  
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Quality: 21,761 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[DJ2006's solution](#)
- 3.**  
2157A  
[Dungeon Equilibrium](#) · [Tutorial](#)  
Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[DJ2006's solution](#)
- 4.**  
2149B  
[Unconventional Pairs](#) · [Tutorial](#)  
Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[DJ2006's solution](#)
- 5.**  
2149A  
[Be Positive](#) · [Tutorial](#)  
Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[DJ2006's solution](#)
- 6.**  
2146A  
[Equal Occurrences](#) · [Tutorial](#)  
Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[DJ2006's solution](#)
- 7.**  
2147A  
[Shortest Increasing Path](#) · [Tutorial](#)  
Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[DJ2006's solution](#)
- 8.**  
1930A  
[Maximise The Score](#) · [Tutorial](#)  
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[DJ2006's solution](#)
- 9.**  
1920A  
[Satisfying Constraints](#) · [Tutorial](#)  
Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[DJ2006's solution](#)

**10.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**11.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[DJ2006's solution](#)

**12.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[DJ2006's solution](#)

**13.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[DJ2006's solution](#)

**14.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[DJ2006's solution](#)

**15.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DJ2006's solution](#)

**16.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DJ2006's solution](#)

**17.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[DJ2006's solution](#)

**18.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[DJ2006's solution](#)

**19.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[DJ2006's solution](#)

**20.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[DJ2006's solution](#)

**21.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[DJ2006's solution](#)

**22.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DJ2006's solution](#)

**23.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DJ2006's solution](#)

**24.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[DJ2006's solution](#)

**25.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DJ2006's solution](#)

**26.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DJ2006's solution](#)

**27.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DJ2006's solution](#)

**28.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,441 global accepts · Rating: 800 · first AC: 2023-08-12 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[DJ2006's solution](#)

**29.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[DJ2006's solution](#)

**30.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DJ2006's solution](#)

**31.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DJ2006's solution](#)

**32.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[DJ2006's solution](#)

**33.**

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,384 global accepts · Rating: 800 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[DJ2006's solution](#)

**34.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,675 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DJ2006's solution](#)

**35.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,020 global accepts · Rating: 800 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DJ2006's solution](#)

**36.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DJ2006's solution](#)

**37.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[DJ2006's solution](#)

**38.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[DJ2006's solution](#)

**39.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: brute force, implementation

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**40.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[DJ2006's solution](#)

41.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[DJ2006's solution](#)

42.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DJ2006's solution](#)

43.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[DJ2006's solution](#)

44.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DJ2006's solution](#)

45.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[DJ2006's solution](#)

46.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DJ2006's solution](#)

47.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DJ2006's solution](#)

48.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[DJ2006's solution](#)

49.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[DJ2006's solution](#)

50.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[DJ2006's solution](#)

**51.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[DJ2006's solution](#)

**52.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[DJ2006's solution](#)

**53.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DJ2006's solution](#)

**54.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[DJ2006's solution](#)

**55.**

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[DJ2006's solution](#)

**56.**

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[DJ2006's solution](#)

**57.**

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[DJ2006's solution](#)

**58.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DJ2006's solution](#)

**59.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[DJ2006's solution](#)

**60.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DJ2006's solution](#)

61.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DJ2006's solution](#)

62.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DJ2006's solution](#)

63.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2021-05-11 · last AC: 2021-10-16 · GNU C++11 (first AC) · Tags: math

[DJ2006's solution](#)

64.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[DJ2006's solution](#)

65.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[DJ2006's solution](#)

66.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[DJ2006's solution](#)

67.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[DJ2006's solution](#)

68.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[DJ2006's solution](#)

69.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[DJ2006's solution](#)

70.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[DJ2006's solution](#)

71.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy, sortings, strings

[DJ2006's solution](#)

**72.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DJ2006's solution](#)

**73.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[DJ2006's solution](#)

**74.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DJ2006's solution](#)

**75.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[DJ2006's solution](#)

**76.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[DJ2006's solution](#)

**77.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[DJ2006's solution](#)

**78.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[DJ2006's solution](#)

**79.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[DJ2006's solution](#)

**80.**

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[DJ2006's solution](#)

**81.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[DJ2006's solution](#)

**82.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[DJ2006's solution](#)

**83.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[DJ2006's solution](#)

**84.**

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[DJ2006's solution](#)

**85.**

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DJ2006's solution](#)

**86.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DJ2006's solution](#)

**87.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[DJ2006's solution](#)

**88.**

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[DJ2006's solution](#)

**89.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[DJ2006's solution](#)

**90.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[DJ2006's solution](#)

**91.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[DJ2006's solution](#)

**92.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[DJ2006's solution](#)

**93.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[DJ2006's solution](#)

**94.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, sortings

[DJ2006's solution](#)

**95.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DJ2006's solution](#)

**96.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[DJ2006's solution](#)

**97.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[DJ2006's solution](#)

**98.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[DJ2006's solution](#)

**99.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[DJ2006's solution](#)

**100.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[DJ2006's solution](#)

**101.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DJ2006's solution](#)

## 102.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[DJ2006's solution](#)

## 103.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[DJ2006's solution](#)

## 104.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[DJ2006's solution](#)

## 105.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[DJ2006's solution](#)

## 106.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[DJ2006's solution](#)

## 107.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DJ2006's solution](#)

## 108.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[DJ2006's solution](#)

## 109.

1887A1

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

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

[DJ2006's solution](#)

## 110.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[DJ2006's solution](#)

## 111.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dp, games, greedy

[DJ2006's solution](#)

**112.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DJ2006's solution](#)

**113.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[DJ2006's solution](#)

**114.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[DJ2006's solution](#)

**115.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,279 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[DJ2006's solution](#)

**116.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[DJ2006's solution](#)

**117.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[DJ2006's solution](#)

**118.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[DJ2006's solution](#)

**119.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[DJ2006's solution](#)

**120.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DJ2006's solution](#)

**121.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[DJ2006's solution](#)

**122.**

1439A1

[Binary Table \(Easy Version\) · Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DJ2006's solution](#)

**123.**

743C

[Vladik and fractions · Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[DJ2006's solution](#)

**124.**

2A

[Winner · Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[DJ2006's solution](#)

**125.**

839C

[Journey · Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[DJ2006's solution](#)

**126.**

1461C

[Random Events · Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[DJ2006's solution](#)

**127.**

527C

[Glass Carving · Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[DJ2006's solution](#)

**128.**

2157D

[Billion Players Game · Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[DJ2006's solution](#)

**129.**

1920C

[Partitioning the Array · Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[DJ2006's solution](#)

**130.**

1542C

[Strange Function · Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[DJ2006's solution](#)

**131.**

1917C

[Watering an Array · Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[DJ2006's solution](#)

### 132.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[DJ2006's solution](#)

### 133.

1886C

[Decreasing String](#) · [Tutorial](#)

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[DJ2006's solution](#)

### 134.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

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### 135.

1861C

[Queries for the Array](#) · [Tutorial](#)

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### 136.

1856C

[To Become Max](#) · [Tutorial](#)

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### 137.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

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### 138.

940D

[Alena And The Heater](#) · [Tutorial](#)

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### 139.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

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### 140.

1288C

[Two Arrays](#) · [Tutorial](#)

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### 141.

1B

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[DJ2006's solution](#)

## 142.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

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## 143.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

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## 144.

1930C

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

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## 145.

1916D

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

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## 146.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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## 147.

1889B

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## 148.

1835A

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## 149.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

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## 150.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

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## 151.

1765D

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## 152.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

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## 153.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

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## 154.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

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## 155.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DJ2006's solution](#)

## 156.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

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## 157.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[DJ2006's solution](#)

## 158.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[DJ2006's solution](#)

## 159.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[DJ2006's solution](#)

## 160.

696B

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Quality: 3,801 global accepts · Rating: 1700 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[DJ2006's solution](#)

## 161.

621C

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Quality: 6,242 global accepts · Rating: 1700 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[DJ2006's solution](#)

## 162.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[DJ2006's solution](#)

## 163.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[DJ2006's solution](#)

## 164.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[DJ2006's solution](#)

## 165.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[DJ2006's solution](#)

## 166.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[DJ2006's solution](#)

## 167.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[DJ2006's solution](#)

## 168.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[DJ2006's solution](#)

## 169.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[DJ2006's solution](#)

## 170.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-10-04 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[DJ2006's solution](#)

## 171.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

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## 172.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[DJ2006's solution](#)

## 173.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DJ2006's solution](#)

## 174.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[DJ2006's solution](#)

## 175.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[DJ2006's solution](#)

## 176.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[DJ2006's solution](#)

## 177.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[DJ2006's solution](#)

## 178.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2022-01-10 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DJ2006's solution](#)

## 179.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DJ2006's solution](#)

## 180.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DJ2006's solution](#)

## 181.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

geometry

[DJ2006's solution](#)

**182.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[DJ2006's solution](#)

**183.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

[DJ2006's solution](#)

**184.**

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[DJ2006's solution](#)

**185.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[DJ2006's solution](#)

**186.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[DJ2006's solution](#)

**187.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[DJ2006's solution](#)

**188.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[DJ2006's solution](#)

**189.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[DJ2006's solution](#)

**190.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[DJ2006's solution](#)

**191.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[DJ2006's solution](#)

**192.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[DJ2006's solution](#)

**193.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[DJ2006's solution](#)

**194.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[DJ2006's solution](#)

**195.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[DJ2006's solution](#)

**196.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[DJ2006's solution](#)

**197.**

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[DJ2006's solution](#)

**198.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[DJ2006's solution](#)

**199.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[DJ2006's solution](#)

**200.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[DJ2006's solution](#)

**201.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[DJ2006's solution](#)

**202.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[DJ2006's solution](#)

**203.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[DJ2006's solution](#)

**204.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[DJ2006's solution](#)

**205.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[DJ2006's solution](#)

**206.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[DJ2006's solution](#)

**207.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[DJ2006's solution](#)

**208.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[DJ2006's solution](#)

**209.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[DJ2006's solution](#)

**210.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[DJ2006's solution](#)

**211.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[DJ2006's solution](#)

**212.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Quality: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[DJ2006's solution](#)

**213.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DJ2006's solution](#)

**214.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[DJ2006's solution](#)

**215.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[DJ2006's solution](#)

**216.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[DJ2006's solution](#)

**217.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[DJ2006's solution](#)

**218.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[DJ2006's solution](#)

**219.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[DJ2006's solution](#)

**220.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[DJ2006's solution](#)

**221.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[DJ2006's solution](#)

**222.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[DJ2006's solution](#)

### 223.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[DJ2006's solution](#)

### 224.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[DJ2006's solution](#)

### 225.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[DJ2006's solution](#)

### 226.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[DJ2006's solution](#)

### 227.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[DJ2006's solution](#)

### 228.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[DJ2006's solution](#)

### 229.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[DJ2006's solution](#)

### 230.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DJ2006's solution](#)

### 231.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[DJ2006's solution](#)

**232.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[DJ2006's solution](#)

**233.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[DJ2006's solution](#)

**234.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DJ2006's solution](#)

**235.**

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[DJ2006's solution](#)

**236.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[DJ2006's solution](#)

**237.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[DJ2006's solution](#)

**238.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, probabilities

[DJ2006's solution](#)

**239.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[DJ2006's solution](#)

**240.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[DJ2006's solution](#)

**241.**

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[DJ2006's solution](#)

**242.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[DJ2006's solution](#)

**243.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[DJ2006's solution](#)

**244.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[DJ2006's solution](#)

**245.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[DJ2006's solution](#)

**246.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[DJ2006's solution](#)

**247.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[DJ2006's solution](#)

**248.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[DJ2006's solution](#)

**249.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[DJ2006's solution](#)

**250.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-27 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[DJ2006's solution](#)

**251.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-09-01 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[DJ2006's solution](#)

**252.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[DJ2006's solution](#)

**253.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DJ2006's solution](#)

**254.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[DJ2006's solution](#)

**255.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[DJ2006's solution](#)

**256.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[DJ2006's solution](#)

**257.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[DJ2006's solution](#)

**258.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DJ2006's solution](#)

**259.**

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[DJ2006's solution](#)

**260.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DJ2006's solution](#)

**261.**

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[DJ2006's solution](#)

**262.**

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[DJ2006's solution](#)

**263.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[DJ2006's solution](#)

**264.**

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[DJ2006's solution](#)

**265.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[DJ2006's solution](#)

**266.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[DJ2006's solution](#)

**267.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[DJ2006's solution](#)

**268.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[DJ2006's solution](#)

**269.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[DJ2006's solution](#)

**270.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[DJ2006's solution](#)

**271.**

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[DJ2006's solution](#)

**272.**

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  
[DJ2006's solution](#)

**273.**

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[DJ2006's solution](#)

**274.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp  
[DJ2006's solution](#)

**275.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[DJ2006's solution](#)

**276.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings  
[DJ2006's solution](#)

**277.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp  
[DJ2006's solution](#)

**278.**

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[DJ2006's solution](#)

**279.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees  
[DJ2006's solution](#)

**280.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive  
[DJ2006's solution](#)

**281.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[DJ2006's solution](#)

**282.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings  
[DJ2006's solution](#)

**283.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers  
[DJ2006's solution](#)

**284.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[DJ2006's solution](#)

**285.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math  
[DJ2006's solution](#)

**286.**

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[DJ2006's solution](#)

**287.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs  
[DJ2006's solution](#)

**288.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[DJ2006's solution](#)

**289.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[DJ2006's solution](#)

**290.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory  
[DJ2006's solution](#)

**291.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math  
[DJ2006's solution](#)

**292.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[DJ2006's solution](#)

**293.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[DJ2006's solution](#)

**294.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[DJ2006's solution](#)

**295.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[DJ2006's solution](#)

**296.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DJ2006's solution](#)

**297.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[DJ2006's solution](#)

**298.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[DJ2006's solution](#)

**299.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DJ2006's solution](#)

**300.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DJ2006's solution](#)

**301.**

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[DJ2006's solution](#)

**302.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DJ2006's solution](#)

**303.**

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DJ2006's solution](#)

**304.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[DJ2006's solution](#)

**305.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[DJ2006's solution](#)

**306.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[DJ2006's solution](#)

**307.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[DJ2006's solution](#)

**308.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[DJ2006's solution](#)

**309.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[DJ2006's solution](#)

**310.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[DJ2006's solution](#)

**311.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[DJ2006's solution](#)

**312.**

1919F1

[Wine Factory \(Easy Version\) · Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[DJ2006's solution](#)

**313.**

1916E

[Happy Life in University · Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[DJ2006's solution](#)

**314.**

1917D

[Yet Another Inversions Problem · Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[DJ2006's solution](#)

**315.**

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[DJ2006's solution](#)

**316.**

1895E

[Infinite Card Game · Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[DJ2006's solution](#)

**317.**

1322C

[Instant Noodles · Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[DJ2006's solution](#)

**318.**

1783E

[Game of the Year · Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[DJ2006's solution](#)

**319.**

652E

[Pursuit For Artifacts · Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[DJ2006's solution](#)

**320.**

1814E

[Chain Chips · Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[DJ2006's solution](#)

**321.**

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[DJ2006's solution](#)

**322.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-28 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[DJ2006's solution](#)

**323.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[DJ2006's solution](#)

**324.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[DJ2006's solution](#)

**325.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[DJ2006's solution](#)

**326.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DJ2006's solution](#)

**327.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[DJ2006's solution](#)

**328.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[DJ2006's solution](#)

**329.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[DJ2006's solution](#)

**330.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[DJ2006's solution](#)

**331.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DJ2006's solution](#)

**332.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[DJ2006's solution](#)

**333.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[DJ2006's solution](#)

**334.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[DJ2006's solution](#)

**335.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DJ2006's solution](#)

**336.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[DJ2006's solution](#)

**337.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-07-15 · last AC: 2022-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[DJ2006's solution](#)

**338.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[DJ2006's solution](#)

**339.**

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[DJ2006's solution](#)

**340.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DJ2006's solution](#)

**341.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[DJ2006's solution](#)

**342.**

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DJ2006's solution](#)

**343.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[DJ2006's solution](#)

**344.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[DJ2006's solution](#)

**345.**

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DJ2006's solution](#)

**346.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[DJ2006's solution](#)

**347.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DJ2006's solution](#)

**348.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[DJ2006's solution](#)

**349.**

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-07-06 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[DJ2006's solution](#)

**350.**

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[DJ2006's solution](#)

**351.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[DJ2006's solution](#)

**352.**

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[DJ2006's solution](#)

**353.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[DJ2006's solution](#)

**354.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[DJ2006's solution](#)

**355.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[DJ2006's solution](#)

**356.**

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[DJ2006's solution](#)

**357.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[DJ2006's solution](#)

**358.**

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[DJ2006's solution](#)

**359.**

1887C

[Minimum Array](#) · [Tutorial](#)

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

[DJ2006's solution](#)

**360.**

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[DJ2006's solution](#)

**361.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[DJ2006's solution](#)

**362.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[DJ2006's solution](#)

**363.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[DJ2006's solution](#)

**364.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[DJ2006's solution](#)

**365.**

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[DJ2006's solution](#)

**366.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-10-04 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[DJ2006's solution](#)

**367.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[DJ2006's solution](#)

**368.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[DJ2006's solution](#)

**369.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[DJ2006's solution](#)

**370.**

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[DJ2006's solution](#)

**371.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs, implementation, interactive, trees

[DJ2006's solution](#)

**372.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[DJ2006's solution](#)

**373.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[DJ2006's solution](#)

**374.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[DJ2006's solution](#)

**375.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[DJ2006's solution](#)

**376.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[DJ2006's solution](#)

**377.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DJ2006's solution](#)

**378.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[DJ2006's solution](#)

**379.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[DJ2006's solution](#)

**380.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[DJ2006's solution](#)

**381.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[DJ2006's solution](#)

**382.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[DJ2006's solution](#)

**383.**

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DJ2006's solution](#)

**384.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[DJ2006's solution](#)

**385.**

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[DJ2006's solution](#)

**386.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2022-01-10 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[DJ2006's solution](#)

**387.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[DJ2006's solution](#)

**388.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DJ2006's solution](#)

**389.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[DJ2006's solution](#)

**390.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[DJ2006's solution](#)

**391.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[DJ2006's solution](#)

**392.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[DJ2006's solution](#)

**393.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[DJ2006's solution](#)

**394.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-01-09 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[DJ2006's solution](#)

**395.**

1920F1

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

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[DJ2006's solution](#)

**396.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[DJ2006's solution](#)

**397.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[DJ2006's solution](#)

**398.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[DJ2006's solution](#)

**399.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[DJ2006's solution](#)

**400.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[DJ2006's solution](#)

**401.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[DJ2006's solution](#)

**402.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[DJ2006's solution](#)

**403.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[DJ2006's solution](#)

**404.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graph matchings, greedy

[DJ2006's solution](#)

**405.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[DJ2006's solution](#)

**406.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[DJ2006's solution](#)

**407.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[DJ2006's solution](#)

**408.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[DJ2006's solution](#)

**409.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-07-05 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[DJ2006's solution](#)

**410.**

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[DJ2006's solution](#)

**411.**

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[DJ2006's solution](#)

**412.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, trees

[DJ2006's solution](#)

**413.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[DJ2006's solution](#)

**414.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[DJ2006's solution](#)

**415.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[DJ2006's solution](#)

**416.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[DJ2006's solution](#)

**417.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[DJ2006's solution](#)

**418.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DJ2006's solution](#)

**419.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-07-30 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[DJ2006's solution](#)

**420.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DJ2006's solution](#)

**421.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math  
[DJ2006's solution](#)

**422.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[DJ2006's solution](#)

**423.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[DJ2006's solution](#)

**424.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[DJ2006's solution](#)

**425.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities  
[DJ2006's solution](#)

**426.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp  
[DJ2006's solution](#)

**427.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[DJ2006's solution](#)

**428.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings  
[DJ2006's solution](#)

**429.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[DJ2006's solution](#)

**430.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[DJ2006's solution](#)

**431.**

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[DJ2006's solution](#)

**432.**

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[DJ2006's solution](#)

**433.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[DJ2006's solution](#)

**434.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[DJ2006's solution](#)

**435.**

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DJ2006's solution](#)

**436.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[DJ2006's solution](#)

**437.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DJ2006's solution](#)

**438.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices

[DJ2006's solution](#)

**439.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[DJ2006's solution](#)

**440.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[DJ2006's solution](#)

**441.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[DJ2006's solution](#)

**442.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[DJ2006's solution](#)

**443.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[DJ2006's solution](#)

**444.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DJ2006's solution](#)

**445.**

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[DJ2006's solution](#)

**446.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-01-21 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, greedy

[DJ2006's solution](#)

**447.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[DJ2006's solution](#)

**448.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[DJ2006's solution](#)

**449.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[DJ2006's solution](#)

**450.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[DJ2006's solution](#)

**451.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[DJ2006's solution](#)

**452.**

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[DJ2006's solution](#)

**453.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[DJ2006's solution](#)

**454.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-04 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[DJ2006's solution](#)

**455.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[DJ2006's solution](#)

**456.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[DJ2006's solution](#)

**457.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[DJ2006's solution](#)

**458.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[DJ2006's solution](#)

**459.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[DJ2006's solution](#)

**460.**

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[DJ2006's solution](#)

**461.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-07-06 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[DJ2006's solution](#)

**462.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[DJ2006's solution](#)

**463.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-07-06 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DJ2006's solution](#)

**464.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DJ2006's solution](#)

**465.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-07-06 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[DJ2006's solution](#)

**466.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-07-06 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[DJ2006's solution](#)

**467.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[DJ2006's solution](#)

**468.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[DJ2006's solution](#)

**469.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[DJ2006's solution](#)

**470.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[DJ2006's solution](#)

**471.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[DJ2006's solution](#)

**472.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[DJ2006's solution](#)

**473.**

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[DJ2006's solution](#)

**474.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2022-07-06 · last AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[DJ2006's solution](#)

**475.**

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-03-11 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[DJ2006's solution](#)

**476.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[DJ2006's solution](#)

**477.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[DJ2006's solution](#)

**478.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2022-08-11 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[DJ2006's solution](#)

**479.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[DJ2006's solution](#)

**480.**

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[DJ2006's solution](#)

**481.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[DJ2006's solution](#)

**482.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[DJ2006's solution](#)

**483.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[DJ2006's solution](#)

**484.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[DJ2006's solution](#)

**485.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[DJ2006's solution](#)

**486.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[DJ2006's solution](#)

**487.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[DJ2006's solution](#)

**488.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[DJ2006's solution](#)

**489.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[DJ2006's solution](#)

**490.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[DJ2006's solution](#)

**491.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[DJ2006's solution](#)

**492.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[DJ2006's solution](#)

**493.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[DJ2006's solution](#)

**494.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[DJ2006's solution](#)

**495.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[DJ2006's solution](#)

**496.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[DJ2006's solution](#)

**497.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[DJ2006's solution](#)

**498.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[DJ2006's solution](#)

**499.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DJ2006's solution](#)

**500.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[DJ2006's solution](#)

**501.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DJ2006's solution](#)

**502.**

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DJ2006's solution](#)

**503.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[DJ2006's solution](#)

**504.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[DJ2006's solution](#)

**505.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[DJ2006's solution](#)

**506.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[DJ2006's solution](#)

**507.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DJ2006's solution](#)

**508.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[DJ2006's solution](#)

**509.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[DJ2006's solution](#)

**510.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[DJ2006's solution](#)

**511.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[DJ2006's solution](#)

**512.**

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[DJ2006's solution](#)

**513.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[DJ2006's solution](#)

**514.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths  
[DJ2006's solution](#)

**515.**

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[DJ2006's solution](#)

**516.**

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle  
[DJ2006's solution](#)

**517.**

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees  
[DJ2006's solution](#)

**518.**

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[DJ2006's solution](#)

**519.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[DJ2006's solution](#)

**520.**

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[DJ2006's solution](#)

**521.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[DJ2006's solution](#)

**522.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[DJ2006's solution](#)

**523.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DJ2006's solution](#)

**524.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[DJ2006's solution](#)

**525.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[DJ2006's solution](#)

**526.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[DJ2006's solution](#)

**527.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[DJ2006's solution](#)

**528.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[DJ2006's solution](#)

**529.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[DJ2006's solution](#)

**530.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2022-06-28 · last AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[DJ2006's solution](#)

**531.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2022-07-06 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[DJ2006's solution](#)

**532.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-07-06 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[DJ2006's solution](#)

**533.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-07-07 · last AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[DJ2006's solution](#)

**534.**

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[DJ2006's solution](#)

**535.**

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[DJ2006's solution](#)

**536.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[DJ2006's solution](#)

**537.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[DJ2006's solution](#)

**538.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[DJ2006's solution](#)

**539.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[DJ2006's solution](#)

**540.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[DJ2006's solution](#)

**541.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[DJ2006's solution](#)

**542.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[DJ2006's solution](#)

**543.**

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[DJ2006's solution](#)

**544.**

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities  
[DJ2006's solution](#)

**545.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[DJ2006's solution](#)

**546.**

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees  
[DJ2006's solution](#)

**547.**

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math  
[DJ2006's solution](#)

**548.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[DJ2006's solution](#)

**549.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities  
[DJ2006's solution](#)

**550.**

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[DJ2006's solution](#)

**551.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers  
[DJ2006's solution](#)

**552.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings  
[DJ2006's solution](#)

**553.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[DJ2006's solution](#)

**554.**

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[DJ2006's solution](#)

**555.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[DJ2006's solution](#)

**556.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[DJ2006's solution](#)

**557.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[DJ2006's solution](#)

**558.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[DJ2006's solution](#)

**559.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DJ2006's solution](#)

**560.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[DJ2006's solution](#)

**561.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[DJ2006's solution](#)

**562.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[DJ2006's solution](#)

**563.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[DJ2006's solution](#)

**564.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[DJ2006's solution](#)

**565.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[DJ2006's solution](#)

**566.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, matrices

[DJ2006's solution](#)

**567.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[DJ2006's solution](#)

**568.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[DJ2006's solution](#)

**569.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[DJ2006's solution](#)

**570.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[DJ2006's solution](#)

**571.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[DJ2006's solution](#)

**572.**

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[DJ2006's solution](#)

**573.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[DJ2006's solution](#)

**574.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[DJ2006's solution](#)

**575.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[DJ2006's solution](#)

**576.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[DJ2006's solution](#)

**577.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[DJ2006's solution](#)

**578.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[DJ2006's solution](#)

**579.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[DJ2006's solution](#)

**580.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[DJ2006's solution](#)

**581.**

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[DJ2006's solution](#)

**582.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[DJ2006's solution](#)

**583.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DJ2006's solution](#)

**584.**

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[DJ2006's solution](#)

**585.**

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[DJ2006's solution](#)

**586.**

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[DJ2006's solution](#)

**587.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[DJ2006's solution](#)

**588.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[DJ2006's solution](#)

**589.**

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[DJ2006's solution](#)

**590.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[DJ2006's solution](#)

**591.**

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[DJ2006's solution](#)

**592.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[DJ2006's solution](#)

**593.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[DJ2006's solution](#)

**594.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[DJ2006's solution](#)

**595.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, matrices

[DJ2006's solution](#)

**596.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[DJ2006's solution](#)

**597.**

1792F2

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

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[DJ2006's solution](#)

**598.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[DJ2006's solution](#)

**599.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[DJ2006's solution](#)

**600.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[DJ2006's solution](#)

**601.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[DJ2006's solution](#)

**602.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[DJ2006's solution](#)

**603.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[DJ2006's solution](#)

**604.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[DJ2006's solution](#)

**605.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[DJ2006's solution](#)

**606.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[DJ2006's solution](#)

**607.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[DJ2006's solution](#)

**608.**

1920F2

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

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[DJ2006's solution](#)

**609.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[DJ2006's solution](#)

**610.**

1178G

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

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar

[DJ2006's solution](#)

**611.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[DJ2006's solution](#)

**612.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[DJ2006's solution](#)

**613.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[DJ2006's solution](#)

**614.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths  
[DJ2006's solution](#)

**615.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math  
[DJ2006's solution](#)

**616.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees  
[DJ2006's solution](#)

**617.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp  
[DJ2006's solution](#)

**618.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings  
[DJ2006's solution](#)

**619.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[DJ2006's solution](#)

**620.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer  
[DJ2006's solution](#)

**621.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2023-09-07 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[DJ2006's solution](#)

**622.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures  
[DJ2006's solution](#)

**623.**

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-03-12 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers  
[DJ2006's solution](#)

**624.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory  
[DJ2006's solution](#)

**625.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings  
[DJ2006's solution](#)

**626.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
[DJ2006's solution](#)

**627.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[DJ2006's solution](#)

**628.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory  
[DJ2006's solution](#)

**629.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, trees  
[DJ2006's solution](#)

**630.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures  
[DJ2006's solution](#)

**631.**

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[DJ2006's solution](#)

**632.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-09-07 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[DJ2006's solution](#)

**633.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings  
[DJ2006's solution](#)

**634.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[DJ2006's solution](#)

**635.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy  
[DJ2006's solution](#)

**636.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[DJ2006's solution](#)

**637.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees  
[DJ2006's solution](#)

**638.**

830E

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

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees  
[DJ2006's solution](#)

**639.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers  
[DJ2006's solution](#)

**640.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[DJ2006's solution](#)

**641.**

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math  
[DJ2006's solution](#)

**642.**

750G

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

Quality: 525 global accepts · Rating: 3200 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[DJ2006's solution](#)

**643.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: fft, math  
[DJ2006's solution](#)

**644.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation  
[DJ2006's solution](#)

**645.**

827F

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

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[DJ2006's solution](#)

**646.**

1034E

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

Quality: 751 global accepts · Rating: 3200 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[DJ2006's solution](#)

**647.**

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DJ2006's solution](#)

**648.**

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 3200 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DJ2006's solution](#)

**649.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-12-29 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[DJ2006's solution](#)

**650.**

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[DJ2006's solution](#)

**651.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[DJ2006's solution](#)

**652.**

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[DJ2006's solution](#)

**653.**

1188E

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

Quality: 288 global accepts · Rating: 3300 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[DJ2006's solution](#)

**654.**

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[DJ2006's solution](#)

**655.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[DJ2006's solution](#)

**656.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[DJ2006's solution](#)

**657.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[DJ2006's solution](#)

**658.**

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[DJ2006's solution](#)

**659.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[DJ2006's solution](#)

**660.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DJ2006's solution](#)

**661.**

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[DJ2006's solution](#)

**662.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[DJ2006's solution](#)

**663.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[DJ2006's solution](#)

**664.**

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2024-01-05 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[DJ2006's solution](#)

**665.**

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[DJ2006's solution](#)

**666.**

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[DJ2006's solution](#)

**667.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[DJ2006's solution](#)

**668.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[DJ2006's solution](#)

**669.**

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[DJ2006's solution](#)

**670.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DJ2006's solution](#)

**671.**

2219C

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

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[DJ2006's solution](#)

**672.**

106252A

[Square Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DJ2006's solution](#)

**673.**

106289C

[Caterpillar](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DJ2006's solution](#)

**674.**

106328J

[Someone's Favourite Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DJ2006's solution](#)

**675.**

106259J

[The Power of the Sun](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DJ2006's solution](#)

**676.**

106290B

[Bingo!](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DJ2006's solution](#)

**677.**

106290L

[Jump Jump](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DJ2006's solution](#)

**678.**

106290E

[NTAQA](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DJ2006's solution](#)

**679.**

106289J

[More Banknote](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**680.**

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**681.**

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**682.**

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**683.**

106161L

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Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**684.**

106161B

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**685.**

106161K

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**686.**

102586B

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Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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**687.**

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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**688.**

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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**689.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · last AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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**690.**

104094F

[Bob's Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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**691.**

103149C

[Angry Cows](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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**692.**

103148B

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Rating: — · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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**693.**

103148A

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**694.**

101194G

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**695.**

104197G

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**696.**

104008C

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**697.**

102979C

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**698.**

102192A

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**699.**

100886A

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**700.**

102900B

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**701.**

undefined176

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**702.**

103466J

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Rating: — · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DJ2006's solution](#)

**703.**

undefined326

[Perspective](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special

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**704.**

undefined438

[The Glorious Karlutka River =\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · last AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special

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