

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

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# Unique solved — Darius1414

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

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

Filters: none

Count: 391

- 1.**  
2209A  
[Flip Flops](#) · [Tutorial](#)  
Quality: 21,527 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Darius1414's solution](#)
- 2.**  
2205B  
[Simons and Cakes for Success](#) · [Tutorial](#)  
Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Darius1414's solution](#)
- 3.**  
2205A  
[Simons and Making It Beautiful](#) · [Tutorial](#)  
Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
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- 4.**  
2192A  
[String Rotation Game](#) · [Tutorial](#)  
Quality: 17,926 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
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- 5.**  
2188A  
[Divisible Permutation](#) · [Tutorial](#)  
Quality: 25,922 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
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- 6.**  
2182B  
[New Year Cake](#) · [Tutorial](#)  
Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
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- 7.**  
2182A  
[New Year String](#) · [Tutorial](#)  
Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
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- 8.**  
2170A  
[Maximum Neighborhood](#) · [Tutorial](#)  
Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
[Darius1414's solution](#)
- 9.**  
2145A  
[Candies for Nephews](#) · [Tutorial](#)  
Quality: 30,769 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**10.**

2146A

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

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Darius1414's solution](#)

**11.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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**12.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**13.**

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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**14.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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**15.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,763 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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**16.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,328 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

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**17.**

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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**18.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**19.**

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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**20.**

2014A

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Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**21.**

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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**22.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**23.**

1997A

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Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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**24.**

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**25.**

1995A

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Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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**26.**

116A

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Quality: 176,585 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**27.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**28.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**29.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,544 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**30.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,546 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

**31.**

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Darius1414's solution](#)

**32.**

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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**33.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Darius1414's solution](#)

**34.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,640 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

**35.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,318 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**36.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Darius1414's solution](#)

**37.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,062 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Darius1414's solution](#)

**38.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,448 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Darius1414's solution](#)

**39.**

1989A

[Catch the Coin](#) · [Tutorial](#)

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**40.**

1791B

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Quality: 52,667 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

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**41.**

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Darius1414's solution](#)

42.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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43.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Darius1414's solution](#)

44.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,277 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Darius1414's solution](#)

45.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,113 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Darius1414's solution](#)

46.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

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47.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,215 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

48.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Darius1414's solution](#)

49.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Darius1414's solution](#)

50.

112A

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

Quality: 287,327 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Darius1414's solution](#)

51.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

52.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Darius1414's solution](#)

**53.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**54.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

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**55.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Darius1414's solution](#)

**56.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,407 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Darius1414's solution](#)

**57.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Darius1414's solution](#)

**58.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**59.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,716 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**60.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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**61.**

1810A

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

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**62.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

**63.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

- 64.**  
1717A  
[Madoka and Strange Thoughts](#) · [Tutorial](#)  
Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Darius1414's solution](#)
- 65.**  
1719B  
[Mathematical Circus](#) · [Tutorial](#)  
Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Darius1414's solution](#)
- 66.**  
1719A  
[Chip Game](#) · [Tutorial](#)  
Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
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- 67.**  
1701B  
[Permutation](#) · [Tutorial](#)  
Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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- 68.**  
1701A  
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Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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- 69.**  
1676C  
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- 70.**  
1676B  
[Equal Candies](#) · [Tutorial](#)  
Quality: 60,655 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[Darius1414's solution](#)
- 71.**  
1676A  
[Lucky?](#) · [Tutorial](#)  
Quality: 87,443 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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- 72.**  
1675A  
[Food for Animals](#) · [Tutorial](#)  
Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Darius1414's solution](#)
- 73.**  
1674B  
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Quality: 29,411 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[Darius1414's solution](#)
- 74.**  
1669B  
[Triple](#) · [Tutorial](#)  
Quality: 55,556 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
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**75.**

1669A

[Division? · Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**76.**

1445A

[Array Rearrangement · Tutorial](#)

Quality: 20,365 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**77.**

1287A

[Angry Students · Tutorial](#)

Quality: 22,472 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**78.**

1283A

[Minutes Before the New Year · Tutorial](#)

Quality: 61,310 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Darius1414's solution](#)

**79.**

2209B

[Array · Tutorial](#)

Quality: 19,410 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Darius1414's solution](#)

**80.**

2140B

[Another Divisibility Problem · Tutorial](#)

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Darius1414's solution](#)

**81.**

2085A

[Serval and String Theory · Tutorial](#)

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**82.**

96A

[Football · Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Darius1414's solution](#)

**83.**

1990A

[Submission Bait · Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Darius1414's solution](#)

**84.**

1954A

[Painting the Ribbon · Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Darius1414's solution](#)

**85.**

1941C

[Rudolf and the Ugly String · Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Darius1414's solution](#)

**86.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,268 global accepts · Rating: 900 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Darius1414's solution](#)

**87.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,713 global accepts · Rating: 900 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Darius1414's solution](#)

**88.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,675 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Darius1414's solution](#)

**89.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Darius1414's solution](#)

**90.**

1675B

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

Quality: 43,306 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Darius1414's solution](#)

**91.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Darius1414's solution](#)

**92.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Darius1414's solution](#)

**93.**

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Darius1414's solution](#)

**94.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,025 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Darius1414's solution](#)

**95.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Darius1414's solution](#)

**96.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Darius1414's solution](#)

**97.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Darius1414's solution](#)

**98.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Darius1414's solution](#)

**99.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Darius1414's solution](#)

**100.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,391 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

**101.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Darius1414's solution](#)

**102.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Darius1414's solution](#)

**103.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,303 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Darius1414's solution](#)

**104.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,835 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Darius1414's solution](#)

**105.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Darius1414's solution](#)

**106.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Darius1414's solution](#)

**107.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[Darius1414's solution](#)

**108.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Darius1414's solution](#)

**109.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Darius1414's solution](#)

**110.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Darius1414's solution](#)

**111.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Darius1414's solution](#)

**112.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Darius1414's solution](#)

**113.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Darius1414's solution](#)

**114.**

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Darius1414's solution](#)

**115.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Darius1414's solution](#)

**116.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Darius1414's solution](#)

**117.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Darius1414's solution](#)

**118.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Darius1414's solution](#)

## 119.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,462 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Darius1414's solution](#)

## 120.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,800 global accepts · Rating: 1100 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Darius1414's solution](#)

## 121.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation

[Darius1414's solution](#)

## 122.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Darius1414's solution](#)

## 123.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Darius1414's solution](#)

## 124.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Darius1414's solution](#)

## 125.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Darius1414's solution](#)

## 126.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Darius1414's solution](#)

## 127.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Darius1414's solution](#)

## 128.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math,

number theory

[Darius1414's solution](#)

**129.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Darius1414's solution](#)

**130.**

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[Darius1414's solution](#)

**131.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Darius1414's solution](#)

**132.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Darius1414's solution](#)

**133.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Darius1414's solution](#)

**134.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Darius1414's solution](#)

**135.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Darius1414's solution](#)

**136.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Darius1414's solution](#)

**137.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Darius1414's solution](#)

**138.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Darius1414's solution](#)

**139.**

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Darius1414's solution](#)

**140.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,887 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Darius1414's solution](#)

**141.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Darius1414's solution](#)

**142.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Darius1414's solution](#)

**143.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,572 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Darius1414's solution](#)

**144.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Darius1414's solution](#)

**145.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Darius1414's solution](#)

**146.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Darius1414's solution](#)

**147.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Darius1414's solution](#)

**148.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Darius1414's solution](#)

**149.**

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Darius1414's solution](#)

**150.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Darius1414's solution](#)

**151.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Darius1414's solution](#)

**152.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Darius1414's solution](#)

**153.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Darius1414's solution](#)

**154.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,035 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

**155.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,212 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[Darius1414's solution](#)

**156.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Darius1414's solution](#)

**157.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Darius1414's solution](#)

**158.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Darius1414's solution](#)

**159.**

2188C

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

Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Darius1414's solution](#)

**160.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Darius1414's solution](#)

**161.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[Darius1414's solution](#)

**162.**

2146C

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

Quality: 13,313 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[Darius1414's solution](#)

**163.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Darius1414's solution](#)

**164.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Darius1414's solution](#)

**165.**

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Darius1414's solution](#)

**166.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Darius1414's solution](#)

**167.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,288 global accepts · Rating: 1300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Darius1414's solution](#)

**168.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Darius1414's solution](#)

**169.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[Darius1414's solution](#)

**170.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Darius1414's solution](#)

**171.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Darius1414's solution](#)

**172.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Darius1414's solution](#)

**173.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Darius1414's solution](#)

**174.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Darius1414's solution](#)

**175.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Darius1414's solution](#)

**176.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,851 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Darius1414's solution](#)

**177.**

4C

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

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Darius1414's solution](#)

**178.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,900 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Darius1414's solution](#)

**179.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Darius1414's solution](#)

**180.**

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Darius1414's solution](#)

**181.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Darius1414's solution](#)

**182.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Darius1414's solution](#)

**183.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Darius1414's solution](#)

**184.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Darius1414's solution](#)

**185.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Darius1414's solution](#)

**186.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,661 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Darius1414's solution](#)

**187.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,067 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Darius1414's solution](#)

**188.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Darius1414's solution](#)

**189.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Darius1414's solution](#)

**190.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Darius1414's solution](#)

**191.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Darius1414's solution](#)

**192.**

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Darius1414's solution](#)

**193.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Darius1414's solution](#)

**194.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Darius1414's solution](#)

**195.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Darius1414's solution](#)

**196.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Darius1414's solution](#)

**197.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Darius1414's solution](#)

**198.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Darius1414's solution](#)

**199.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Darius1414's solution](#)

**200.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Darius1414's solution](#)

**201.**

1676H1

[Maximum Crossings \(Easy Version\) · Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Darius1414's solution](#)

**202.**

1369C

[RationalLee · Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Darius1414's solution](#)

**203.**

2205C

[Simons and Posting Blogs · Tutorial](#)

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Darius1414's solution](#)

**204.**

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Darius1414's solution](#)

**205.**

2140C

[Ultimate Value · Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[Darius1414's solution](#)

**206.**

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Darius1414's solution](#)

**207.**

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Darius1414's solution](#)

**208.**

982C

[Cut 'em all! · Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Darius1414's solution](#)

**209.**

580B

[Kefa and Company · Tutorial](#)

Quality: 31,936 global accepts · Rating: 1500 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Darius1414's solution](#)

**210.**

545C

[Woodcutters · Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Darius1414's solution](#)

**211.**

550C

[Divisibility by Eight · Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Darius1414's solution](#)

**212.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,650 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Darius1414's solution](#)

**213.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Darius1414's solution](#)

**214.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Darius1414's solution](#)

**215.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Darius1414's solution](#)

**216.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Darius1414's solution](#)

**217.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[Darius1414's solution](#)

**218.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Darius1414's solution](#)

**219.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[Darius1414's solution](#)

**220.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Darius1414's solution](#)

**221.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Darius1414's solution](#)

**222.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Darius1414's solution](#)

**223.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[Darius1414's solution](#)

**224.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Darius1414's solution](#)

**225.**

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Darius1414's solution](#)

**226.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Darius1414's solution](#)

**227.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Darius1414's solution](#)

**228.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Darius1414's solution](#)

**229.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Darius1414's solution](#)

**230.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Darius1414's solution](#)

**231.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Darius1414's solution](#)

**232.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Darius1414's solution](#)

**233.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Darius1414's solution](#)

**234.**

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Darius1414's solution](#)

**235.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Darius1414's solution](#)

**236.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Darius1414's solution](#)

**237.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Darius1414's solution](#)

**238.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Darius1414's solution](#)

**239.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Darius1414's solution](#)

**240.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Darius1414's solution](#)

**241.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Darius1414's solution](#)

**242.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Darius1414's solution](#)

**243.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,557 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Darius1414's solution](#)

**244.**

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Darius1414's solution](#)

**245.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Darius1414's solution](#)

**246.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Darius1414's solution](#)

**247.**

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Darius1414's solution](#)

**248.**

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, math

[Darius1414's solution](#)

**249.**

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Darius1414's solution](#)

**250.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Darius1414's solution](#)

**251.**

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

[Darius1414's solution](#)

**252.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Darius1414's solution](#)

**253.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Darius1414's solution](#)

**254.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Darius1414's solution](#)

**255.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Darius1414's solution](#)

**256.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Darius1414's solution](#)

**257.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Darius1414's solution](#)

**258.**

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Darius1414's solution](#)

**259.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,729 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Darius1414's solution](#)

**260.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Darius1414's solution](#)

**261.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Darius1414's solution](#)

**262.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Darius1414's solution](#)

**263.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Darius1414's solution](#)

## 264.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Darius1414's solution](#)

## 265.

1853D

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

Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Darius1414's solution](#)

## 266.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Darius1414's solution](#)

## 267.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Darius1414's solution](#)

## 268.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Darius1414's solution](#)

## 269.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Darius1414's solution](#)

## 270.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Darius1414's solution](#)

## 271.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Darius1414's solution](#)

## 272.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Darius1414's solution](#)

## 273.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Darius1414's solution](#)

**274.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Darius1414's solution](#)

**275.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Darius1414's solution](#)

**276.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Darius1414's solution](#)

**277.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Darius1414's solution](#)

**278.**

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Darius1414's solution](#)

**279.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Darius1414's solution](#)

**280.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Darius1414's solution](#)

**281.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Darius1414's solution](#)

**282.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Darius1414's solution](#)

**283.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Darius1414's solution](#)

**284.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Darius1414's solution](#)

**285.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[Darius1414's solution](#)

**286.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Darius1414's solution](#)

**287.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Darius1414's solution](#)

**288.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Darius1414's solution](#)

**289.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Darius1414's solution](#)

**290.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Darius1414's solution](#)

**291.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Darius1414's solution](#)

**292.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Darius1414's solution](#)

**293.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Darius1414's solution](#)

**294.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

games, greedy, interactive

[Darius1414's solution](#)

**295.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Darius1414's solution](#)

**296.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[Darius1414's solution](#)

**297.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Darius1414's solution](#)

**298.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Darius1414's solution](#)

**299.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[Darius1414's solution](#)

**300.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Darius1414's solution](#)

**301.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Darius1414's solution](#)

**302.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Darius1414's solution](#)

**303.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Darius1414's solution](#)

**304.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Darius1414's solution](#)

**305.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Darius1414's solution](#)

**306.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Darius1414's solution](#)

**307.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Darius1414's solution](#)

**308.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Darius1414's solution](#)

**309.**

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Darius1414's solution](#)

**310.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Darius1414's solution](#)

**311.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Darius1414's solution](#)

**312.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Darius1414's solution](#)

**313.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Darius1414's solution](#)

**314.**

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Darius1414's solution](#)

**315.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Darius1414's solution](#)

**316.**

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[Darius1414's solution](#)

**317.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Darius1414's solution](#)

**318.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, trees

[Darius1414's solution](#)

**319.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Darius1414's solution](#)

**320.**

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Darius1414's solution](#)

**321.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Darius1414's solution](#)

**322.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Darius1414's solution](#)

**323.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Darius1414's solution](#)

**324.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Darius1414's solution](#)

**325.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Darius1414's solution](#)

**326.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu

[Darius1414's solution](#)

**327.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Darius1414's solution](#)

**328.**

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Darius1414's solution](#)

**329.**

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Darius1414's solution](#)

**330.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Darius1414's solution](#)

**331.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Darius1414's solution](#)

**332.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Darius1414's solution](#)

**333.**

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Darius1414's solution](#)

**334.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Darius1414's solution](#)

**335.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,414 global accepts · Rating: 2100 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Darius1414's solution](#)

**336.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Darius1414's solution](#)

**337.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Darius1414's solution](#)

**338.**

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Darius1414's solution](#)

**339.**

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Darius1414's solution](#)

**340.**

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Darius1414's solution](#)

**341.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Darius1414's solution](#)

**342.**

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Darius1414's solution](#)

**343.**

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[Darius1414's solution](#)

**344.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[Darius1414's solution](#)

**345.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities,

trees

[Darius1414's solution](#)

**346.**

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Darius1414's solution](#)

**347.**

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

[Darius1414's solution](#)

**348.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Darius1414's solution](#)

**349.**

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[Darius1414's solution](#)

**350.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Darius1414's solution](#)

**351.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Darius1414's solution](#)

**352.**

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Darius1414's solution](#)

**353.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Darius1414's solution](#)

**354.**

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Darius1414's solution](#)

**355.**

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Darius1414's solution](#)

**356.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Darius1414's solution](#)

**357.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Darius1414's solution](#)

**358.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Darius1414's solution](#)

**359.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Darius1414's solution](#)

**360.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Darius1414's solution](#)

**361.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Darius1414's solution](#)

**362.**

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Darius1414's solution](#)

**363.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Darius1414's solution](#)

**364.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Darius1414's solution](#)

**365.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation

[Darius1414's solution](#)

**366.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Darius1414's solution](#)

**367.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Darius1414's solution](#)

**368.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[Darius1414's solution](#)

**369.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Darius1414's solution](#)

**370.**

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Darius1414's solution](#)

**371.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Darius1414's solution](#)

**372.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Darius1414's solution](#)

**373.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Darius1414's solution](#)

**374.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Darius1414's solution](#)

**375.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Darius1414's solution](#)

### 376.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Darius1414's solution](#)

### 377.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Darius1414's solution](#)

### 378.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Darius1414's solution](#)

### 379.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Darius1414's solution](#)

### 380.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Darius1414's solution](#)

### 381.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Darius1414's solution](#)

### 382.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,949 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Darius1414's solution](#)

### 383.

2222D

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

Quality: 3,195 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Darius1414's solution](#)

### 384.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,790 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Darius1414's solution](#)

### 385.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Darius1414's solution](#)

**386.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Darius1414's solution](#)

**387.**

2219B2

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

Quality: 3,218 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Darius1414's solution](#)

**388.**

2219B1

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

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