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Unique solved — DeepOcean

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

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Filters: none

Count: 758

1.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[DeepOcean's solution](#)

2.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DeepOcean's solution](#)

3.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,066 global accepts · Rating: 800 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[DeepOcean's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[DeepOcean's solution](#)

5.

2180B

[Ashmal](#) · [Tutorial](#)

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

[DeepOcean's solution](#)

6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

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7.

2162A

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

Quality: 41,586 global accepts · Rating: 800 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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8.

2137A

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

Quality: 35,309 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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9.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[DeepOcean's solution](#)

10.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,037 global accepts · Rating: 800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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11.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,901 global accepts · Rating: 800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[DeepOcean's solution](#)

12.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,245 global accepts · Rating: 800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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13.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[DeepOcean's solution](#)

14.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,810 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

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15.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,449 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

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16.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[DeepOcean's solution](#)

17.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,165 global accepts · Rating: 800 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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18.

2152A

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Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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19.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 800 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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20.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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21.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: math

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22.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,688 global accepts · Rating: 800 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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23.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,074 global accepts · Rating: 800 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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24.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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25.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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26.

1942A

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Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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27.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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28.

1870A

[MEXanized Array](#) · [Tutorial](#)

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29.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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30.

1798A

[Showstopper](#) · [Tutorial](#)

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31.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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32.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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33.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,440 global accepts · Rating: 800 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

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34.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DeepOcean's solution](#)

35.

1831A

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

Quality: 46,291 global accepts · Rating: 800 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DeepOcean's solution](#)

36.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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37.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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38.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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39.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[DeepOcean's solution](#)

40.

1820A

[Yura's New Name](#) · [Tutorial](#)

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41.

1818A

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42.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
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43.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[DeepOcean's solution](#)

44.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[DeepOcean's solution](#)

45.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[DeepOcean's solution](#)

46.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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47.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,916 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
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48.

1799A

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49.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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50.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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51.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
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52.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

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53.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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54.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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55.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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56.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[DeepOcean's solution](#)

57.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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58.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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59.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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60.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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61.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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62.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

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63.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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64.

1681B

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Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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65.

1681A

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Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

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66.

1684B

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Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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67.

1684A

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Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

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68.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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69.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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70.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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71.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

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72.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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73.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

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74.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[DeepOcean's solution](#)

75.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,523 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[DeepOcean's solution](#)

76.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,783 global accepts · Rating: 800 · first AC: 2022-04-20 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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77.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,369 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DeepOcean's solution](#)

78.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DeepOcean's solution](#)

79.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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80.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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81.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

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82.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[DeepOcean's solution](#)

83.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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- 84.**
1657A
[Integer Moves](#) · [Tutorial](#)
Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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- 85.**
1654B
[Prefix Removals](#) · [Tutorial](#)
Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings
[DeepOcean's solution](#)
- 86.**
1647A
[Madoka and Math Dad](#) · [Tutorial](#)
Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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- 87.**
1651B
[Prove Him Wrong](#) · [Tutorial](#)
Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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- 88.**
1651A
[Playoff](#) · [Tutorial](#)
Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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- 89.**
1649A
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Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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- 90.**
1642A
[Hard Way](#) · [Tutorial](#)
Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry
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- 91.**
1638A
[Reverse](#) · [Tutorial](#)
Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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- 92.**
1635B
[Avoid Local Maximums](#) · [Tutorial](#)
Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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- 93.**
1644A
[Doors and Keys](#) · [Tutorial](#)
Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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- 94.**
1644B
[Anti-Fibonacci Permutation](#) · [Tutorial](#)
Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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95.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

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96.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

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97.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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98.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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99.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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100.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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101.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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102.

1629B

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103.

1629A

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104.

1626A

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105.

1627A

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106.

1625A

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107.

1621A

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108.

1619B

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Quality: 32,945 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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109.

1619A

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110.

1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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111.

1622A

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Quality: 32,031 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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112.

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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113.

1620A

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114.

1617A

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115.

1614A

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116.

1589A

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117.

1594A

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118.

1551B1

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119.

1551A

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120.

2178B

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Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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121.

2137B

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122.

2166B

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123.

2149C

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124.

2171B

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125.

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126.

2132B

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127.

1806B

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128.

1828B

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129.

1823B

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130.

1818B

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131.

1808A

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132.

1764B

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133.

915A

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134.

1737A

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1726A

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136.

1696B

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137.

1689B

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138.

1668B

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139.

1665B

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1642B

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141.

1617B

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142.

1613A

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1589C

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144.

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145.

2162B

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146.

2164B

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147.

2154B

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148.

2132C1

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149.

2123C

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150.

1916B

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151.

1798B

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152.

1802B

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153.

1831B

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154.

1825B

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155.

1816B

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156.

1761B

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157.

1721B

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1704B

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1691B

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160.

1671B

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161.

1659A

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162.

1634C

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163.

1632B

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164.

1A

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1622B

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166.

1620B

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167.

1613B

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168.

1614B

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169.

1589B

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170.

2162C

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171.

2137C

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Quality: 22,909 global accepts · Rating: 1100 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[DeepOcean's solution](#)

172.

2171C1

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Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

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173.

2126C

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174.

1991B

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175.

1984B

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176.

1942B

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177.

1864B

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178.

1839B

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179.

1838B

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180.

1826B

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Quality: 28,158 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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181.

1828C

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Rating: 1100 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[DeepOcean's solution](#)

182.

1820B

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Quality: 23,006 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

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183.

1797B

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184.

1726B

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185.

1712C

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186.

1685A

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187.

1670B

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188.

1673B

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189.

1672C

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190.

1656B

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[DeepOcean's solution](#)

191.

1638B

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192.

1637B

[MEX and Array](#) · [Tutorial](#)

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193.

1633C

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194.

1631B

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Quality: 26,889 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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195.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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196.

1625B

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Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

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197.

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

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198.

1594B

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Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

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199.

2182C

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200.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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201.

2137D

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Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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202.

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

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203.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: strings

[DeepOcean's solution](#)

204.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[DeepOcean's solution](#)

205.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[DeepOcean's solution](#)

206.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[DeepOcean's solution](#)

207.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[DeepOcean's solution](#)

208.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[DeepOcean's solution](#)

209.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,664 global accepts · Rating: 1200 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[DeepOcean's solution](#)

210.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[DeepOcean's solution](#)

211.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[DeepOcean's solution](#)

212.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[DeepOcean's solution](#)

213.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[DeepOcean's solution](#)

214.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[DeepOcean's solution](#)

215.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-23 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DeepOcean's solution](#)

216.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[DeepOcean's solution](#)

217.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[DeepOcean's solution](#)

218.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[DeepOcean's solution](#)

219.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DeepOcean's solution](#)

220.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-13 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[DeepOcean's solution](#)

221.

1635C

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

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-02-20 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[DeepOcean's solution](#)

222.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[DeepOcean's solution](#)

223.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[DeepOcean's solution](#)

224.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[DeepOcean's solution](#)

225.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[DeepOcean's solution](#)

226.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[DeepOcean's solution](#)

227.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[DeepOcean's solution](#)

228.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[DeepOcean's solution](#)

229.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[DeepOcean's solution](#)

230.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,280 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[DeepOcean's solution](#)

231.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[DeepOcean's solution](#)

232.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[DeepOcean's solution](#)

233.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[DeepOcean's solution](#)

234.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DeepOcean's solution](#)

235.

1815A

[Ia and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DeepOcean's solution](#)

236.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[DeepOcean's solution](#)

237.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DeepOcean's solution](#)

238.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[DeepOcean's solution](#)

239.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DeepOcean's solution](#)

240.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[DeepOcean's solution](#)

241.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[DeepOcean's solution](#)

242.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[DeepOcean's solution](#)

243.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[DeepOcean's solution](#)

244.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[DeepOcean's solution](#)

245.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[DeepOcean's solution](#)

246.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[DeepOcean's solution](#)

247.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[DeepOcean's solution](#)

248.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[DeepOcean's solution](#)

249.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[DeepOcean's solution](#)

250.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[DeepOcean's solution](#)

251.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[DeepOcean's solution](#)

252.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[DeepOcean's solution](#)

253.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[DeepOcean's solution](#)

254.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[DeepOcean's solution](#)

255.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,576 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[DeepOcean's solution](#)

256.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[DeepOcean's solution](#)

257.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[DeepOcean's solution](#)

258.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[DeepOcean's solution](#)

259.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1400 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[DeepOcean's solution](#)

260.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[DeepOcean's solution](#)

261.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[DeepOcean's solution](#)

262.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1400 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[DeepOcean's solution](#)

263.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[DeepOcean's solution](#)

264.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[DeepOcean's solution](#)

265.

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DeepOcean's solution](#)

266.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DeepOcean's solution](#)

267.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[DeepOcean's solution](#)

268.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[DeepOcean's solution](#)

269.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DeepOcean's solution](#)

270.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[DeepOcean's solution](#)

271.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[DeepOcean's solution](#)

272.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[DeepOcean's solution](#)

273.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DeepOcean's solution](#)

274.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[DeepOcean's solution](#)

275.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[DeepOcean's solution](#)

276.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[DeepOcean's solution](#)

277.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[DeepOcean's solution](#)

278.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[DeepOcean's solution](#)

279.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[DeepOcean's solution](#)

280.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[DeepOcean's solution](#)

281.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[DeepOcean's solution](#)

282.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[DeepOcean's solution](#)

283.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[DeepOcean's solution](#)

284.

2149E

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

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[DeepOcean's solution](#)

285.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-06-15 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[DeepOcean's solution](#)

286.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[DeepOcean's solution](#)

287.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[DeepOcean's solution](#)

288.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[DeepOcean's solution](#)

289.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
[DeepOcean's solution](#)

290.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[DeepOcean's solution](#)

291.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[DeepOcean's solution](#)

292.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[DeepOcean's solution](#)

293.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[DeepOcean's solution](#)

294.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[DeepOcean's solution](#)

295.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[DeepOcean's solution](#)

296.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[DeepOcean's solution](#)

297.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[DeepOcean's solution](#)

298.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[DeepOcean's solution](#)

299.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: games

[DeepOcean's solution](#)

300.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[DeepOcean's solution](#)

301.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,126 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[DeepOcean's solution](#)

302.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[DeepOcean's solution](#)

303.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[DeepOcean's solution](#)

304.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[DeepOcean's solution](#)

305.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[DeepOcean's solution](#)

306.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[DeepOcean's solution](#)

307.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DeepOcean's solution](#)

308.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[DeepOcean's solution](#)

309.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DeepOcean's solution](#)

310.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[DeepOcean's solution](#)

311.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · last AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[DeepOcean's solution](#)

312.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[DeepOcean's solution](#)

313.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[DeepOcean's solution](#)

314.

1658D1

[388535 \(Easy Version\) · Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[DeepOcean's solution](#)

315.

1633D

[Make Them Equal · Tutorial](#)

Quality: 18,692 global accepts · Rating: 1600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DeepOcean's solution](#)

316.

1632C

[Strange Test · Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[DeepOcean's solution](#)

317.

1623C

[Balanced Stone Heaps · Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[DeepOcean's solution](#)

318.

1622C

[Set or Decrease · Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[DeepOcean's solution](#)

319.

2178D

[Xmas or Hysteria · Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DeepOcean's solution](#)

320.

2152D

[Division Versus Addition · Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[DeepOcean's solution](#)

321.

2123F

[Minimize Fixed Points · Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[DeepOcean's solution](#)

322.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[DeepOcean's solution](#)

323.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[DeepOcean's solution](#)

324.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[DeepOcean's solution](#)

325.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[DeepOcean's solution](#)

326.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[DeepOcean's solution](#)

327.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[DeepOcean's solution](#)

328.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[DeepOcean's solution](#)

329.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[DeepOcean's solution](#)

330.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DeepOcean's solution](#)

331.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DeepOcean's solution](#)

332.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[DeepOcean's solution](#)

333.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[DeepOcean's solution](#)

334.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[DeepOcean's solution](#)

335.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[DeepOcean's solution](#)

336.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[DeepOcean's solution](#)

337.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[DeepOcean's solution](#)

338.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[DeepOcean's solution](#)

339.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[DeepOcean's solution](#)

340.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DeepOcean's solution](#)

341.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[DeepOcean's solution](#)

342.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1700 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[DeepOcean's solution](#)

343.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[DeepOcean's solution](#)

344.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[DeepOcean's solution](#)

345.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DeepOcean's solution](#)

346.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[DeepOcean's solution](#)

347.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[DeepOcean's solution](#)

348.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-24 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[DeepOcean's solution](#)

349.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[DeepOcean's solution](#)

350.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[DeepOcean's solution](#)

351.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[DeepOcean's solution](#)

352.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[DeepOcean's solution](#)

353.

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

[DeepOcean's solution](#)

354.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[DeepOcean's solution](#)

355.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[DeepOcean's solution](#)

356.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[DeepOcean's solution](#)

357.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[DeepOcean's solution](#)

358.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[DeepOcean's solution](#)

359.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DeepOcean's solution](#)

360.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[DeepOcean's solution](#)

361.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[DeepOcean's solution](#)

362.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[DeepOcean's solution](#)

363.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[DeepOcean's solution](#)

364.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[DeepOcean's solution](#)

365.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[DeepOcean's solution](#)

366.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[DeepOcean's solution](#)

367.

220B

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

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[DeepOcean's solution](#)

368.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[DeepOcean's solution](#)

369.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[DeepOcean's solution](#)

370.

2180C

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

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

371.

2180D

[Insolvable Disks](#) · [Tutorial](#)

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

372.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings
[DeepOcean's solution](#)

373.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
[DeepOcean's solution](#)

374.

2149F

[Nezuko in the Clearing](#) · Tutorial

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[DeepOcean's solution](#)

375.

2157E

[Adjusting Drones](#) · Tutorial

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[DeepOcean's solution](#)

376.

2154D

[Catshock](#) · Tutorial

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[DeepOcean's solution](#)

377.

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

[DeepOcean's solution](#)

378.

1991D

[Prime XOR Coloring](#) · Tutorial

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[DeepOcean's solution](#)

379.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-02 · last AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DeepOcean's solution](#)

380.

1823D

[Unique Palindromes](#) · Tutorial

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[DeepOcean's solution](#)

381.

1817B

[Fish Graph](#) · Tutorial

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[DeepOcean's solution](#)

382.

1819B

[The Butcher](#) · Tutorial

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[DeepOcean's solution](#)

383.

1797D

[Li Hua and Tree](#) · Tutorial

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[DeepOcean's solution](#)

384.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[DeepOcean's solution](#)

385.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[DeepOcean's solution](#)

386.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[DeepOcean's solution](#)

387.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[DeepOcean's solution](#)

388.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DeepOcean's solution](#)

389.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[DeepOcean's solution](#)

390.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[DeepOcean's solution](#)

391.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[DeepOcean's solution](#)

392.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DeepOcean's solution](#)

393.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[DeepOcean's solution](#)

394.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[DeepOcean's solution](#)

395.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[DeepOcean's solution](#)

396.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-07 · last AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[DeepOcean's solution](#)

397.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[DeepOcean's solution](#)

398.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-14 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[DeepOcean's solution](#)

399.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[DeepOcean's solution](#)

400.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[DeepOcean's solution](#)

401.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[DeepOcean's solution](#)

402.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[DeepOcean's solution](#)

403.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, dsu, implementation

[DeepOcean's solution](#)

404.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[DeepOcean's solution](#)

405.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[DeepOcean's solution](#)

406.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[DeepOcean's solution](#)

407.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,652 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[DeepOcean's solution](#)

408.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[DeepOcean's solution](#)

409.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[DeepOcean's solution](#)

410.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[DeepOcean's solution](#)

411.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[DeepOcean's solution](#)

412.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[DeepOcean's solution](#)

413.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[DeepOcean's solution](#)

414.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[DeepOcean's solution](#)

415.

1828D1

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

Rating: 2000 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[DeepOcean's solution](#)

416.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DeepOcean's solution](#)

417.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[DeepOcean's solution](#)

418.

1726D

[Edge Split](#) · [Tutorial](#)

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

[DeepOcean's solution](#)

419.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[DeepOcean's solution](#)

420.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[DeepOcean's solution](#)

421.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[DeepOcean's solution](#)

422.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[DeepOcean's solution](#)

423.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · last AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[DeepOcean's solution](#)

424.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[DeepOcean's solution](#)

425.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[DeepOcean's solution](#)

426.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[DeepOcean's solution](#)

427.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[DeepOcean's solution](#)

428.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DeepOcean's solution](#)

429.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-31 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[DeepOcean's solution](#)

430.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[DeepOcean's solution](#)

431.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[DeepOcean's solution](#)

432.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[DeepOcean's solution](#)

433.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[DeepOcean's solution](#)

434.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[DeepOcean's solution](#)

435.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[DeepOcean's solution](#)

436.

1589D

[Guess the Permutation](#) · [Tutorial](#)

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

[DeepOcean's solution](#)

437.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[DeepOcean's solution](#)

438.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[DeepOcean's solution](#)

439.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[DeepOcean's solution](#)

440.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[DeepOcean's solution](#)

441.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[DeepOcean's solution](#)

442.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[DeepOcean's solution](#)

443.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[DeepOcean's solution](#)

444.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[DeepOcean's solution](#)

445.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[DeepOcean's solution](#)

446.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[DeepOcean's solution](#)

447.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[DeepOcean's solution](#)

448.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[DeepOcean's solution](#)

449.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[DeepOcean's solution](#)

450.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[DeepOcean's solution](#)

451.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[DeepOcean's solution](#)

452.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[DeepOcean's solution](#)

453.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer,

dp, dsu, hashing, sortings, trees

[DeepOcean's solution](#)

454.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-20 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[DeepOcean's solution](#)

455.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[DeepOcean's solution](#)

456.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[DeepOcean's solution](#)

457.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-15 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[DeepOcean's solution](#)

458.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[DeepOcean's solution](#)

459.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[DeepOcean's solution](#)

460.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[DeepOcean's solution](#)

461.

1629F1

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

Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[DeepOcean's solution](#)

462.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[DeepOcean's solution](#)

463.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[DeepOcean's solution](#)

464.

1621D

[The Winter Hike · Tutorial](#)

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

[DeepOcean's solution](#)

465.

35E

[Parade · Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2021-11-30 · Clang++17 Diagnostics (first AC) · Tags: data structures, sortings

[DeepOcean's solution](#)

466.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[DeepOcean's solution](#)

467.

2178F

[Conquer or of Forest · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[DeepOcean's solution](#)

468.

2137G

[Cry Me a River · Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[DeepOcean's solution](#)

469.

2162G

[Beautiful Tree · Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[DeepOcean's solution](#)

470.

2126G1

[Big Wins! \(easy version\) · Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[DeepOcean's solution](#)

471.

1991F

[Triangle Formation · Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[DeepOcean's solution](#)

472.

691F

[Couple Cover · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[DeepOcean's solution](#)

473.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[DeepOcean's solution](#)

474.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[DeepOcean's solution](#)

475.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DeepOcean's solution](#)

476.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[DeepOcean's solution](#)

477.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[DeepOcean's solution](#)

478.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[DeepOcean's solution](#)

479.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[DeepOcean's solution](#)

480.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[DeepOcean's solution](#)

481.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DeepOcean's solution](#)

482.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[DeepOcean's solution](#)

483.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2022-05-21 · last AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[DeepOcean's solution](#)

484.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[DeepOcean's solution](#)

485.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[DeepOcean's solution](#)

486.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[DeepOcean's solution](#)

487.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[DeepOcean's solution](#)

488.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[DeepOcean's solution](#)

489.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[DeepOcean's solution](#)

490.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-15 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[DeepOcean's solution](#)

491.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[DeepOcean's solution](#)

492.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DeepOcean's solution](#)

493.

1642E

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

Quality: 2200 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[DeepOcean's solution](#)

494.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[DeepOcean's solution](#)

495.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-18 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[DeepOcean's solution](#)

496.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[DeepOcean's solution](#)

497.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DeepOcean's solution](#)

498.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[DeepOcean's solution](#)

499.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[DeepOcean's solution](#)

500.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[DeepOcean's solution](#)

501.

2180E

[No Effect XOR](#) · [Tutorial](#)

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

[DeepOcean's solution](#)

502.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[DeepOcean's solution](#)

503.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[DeepOcean's solution](#)

504.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[DeepOcean's solution](#)

505.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[DeepOcean's solution](#)

506.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[DeepOcean's solution](#)

507.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[DeepOcean's solution](#)

508.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[DeepOcean's solution](#)

509.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[DeepOcean's solution](#)

510.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[DeepOcean's solution](#)

511.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[DeepOcean's solution](#)

512.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[DeepOcean's solution](#)

513.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[DeepOcean's solution](#)

514.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[DeepOcean's solution](#)

515.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[DeepOcean's solution](#)

516.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[DeepOcean's solution](#)

517.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[DeepOcean's solution](#)

518.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[DeepOcean's solution](#)

519.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DeepOcean's solution](#)

520.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[DeepOcean's solution](#)

521.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[DeepOcean's solution](#)

522.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[DeepOcean's solution](#)

523.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[DeepOcean's solution](#)

524.

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DeepOcean's solution](#)

525.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-19 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[DeepOcean's solution](#)

526.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[DeepOcean's solution](#)

527.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[DeepOcean's solution](#)

528.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[DeepOcean's solution](#)

529.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[DeepOcean's solution](#)

530.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[DeepOcean's solution](#)

531.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[DeepOcean's solution](#)

532.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[DeepOcean's solution](#)

533.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[DeepOcean's solution](#)

534.

1753D

[The Beach](#) · [Tutorial](#)

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

[DeepOcean's solution](#)

535.

690A3

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

Quality: 672 global accepts · Rating: 2400 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DeepOcean's solution](#)

536.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[DeepOcean's solution](#)

537.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[DeepOcean's solution](#)

538.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[DeepOcean's solution](#)

539.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[DeepOcean's solution](#)

540.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · last AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[DeepOcean's solution](#)

541.

1828D2

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

Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[DeepOcean's solution](#)

542.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[DeepOcean's solution](#)

543.

1818E

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

Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[DeepOcean's solution](#)

544.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · last AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[DeepOcean's solution](#)

545.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[DeepOcean's solution](#)

546.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[DeepOcean's solution](#)

547.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[DeepOcean's solution](#)

548.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[DeepOcean's solution](#)

549.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[DeepOcean's solution](#)

550.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[DeepOcean's solution](#)

551.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[DeepOcean's solution](#)

552.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, graph matchings

[DeepOcean's solution](#)

553.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[DeepOcean's solution](#)

554.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DeepOcean's solution](#)

555.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[DeepOcean's solution](#)

556.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[DeepOcean's solution](#)

557.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-05-22 · last AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[DeepOcean's solution](#)

558.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[DeepOcean's solution](#)

559.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[DeepOcean's solution](#)

560.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[DeepOcean's solution](#)

561.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DeepOcean's solution](#)

562.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar,

implementation, math, trees

[DeepOcean's solution](#)

563.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-21 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[DeepOcean's solution](#)

564.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-07 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[DeepOcean's solution](#)

565.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-07 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[DeepOcean's solution](#)

566.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[DeepOcean's solution](#)

567.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2022-01-07 · last AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[DeepOcean's solution](#)

568.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[DeepOcean's solution](#)

569.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[DeepOcean's solution](#)

570.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DeepOcean's solution](#)

571.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[DeepOcean's solution](#)

572.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[DeepOcean's solution](#)

573.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-06-21 · last AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[DeepOcean's solution](#)

574.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[DeepOcean's solution](#)

575.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[DeepOcean's solution](#)

576.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, math

[DeepOcean's solution](#)

577.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[DeepOcean's solution](#)

578.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[DeepOcean's solution](#)

579.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[DeepOcean's solution](#)

580.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[DeepOcean's solution](#)

581.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[DeepOcean's solution](#)

582.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[DeepOcean's solution](#)

583.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[DeepOcean's solution](#)

584.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[DeepOcean's solution](#)

585.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[DeepOcean's solution](#)

586.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[DeepOcean's solution](#)

587.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[DeepOcean's solution](#)

588.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[DeepOcean's solution](#)

589.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[DeepOcean's solution](#)

590.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[DeepOcean's solution](#)

591.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[DeepOcean's solution](#)

592.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[DeepOcean's solution](#)

593.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[DeepOcean's solution](#)

594.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DeepOcean's solution](#)

595.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[DeepOcean's solution](#)

596.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · last AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[DeepOcean's solution](#)

597.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[DeepOcean's solution](#)

598.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[DeepOcean's solution](#)

599.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[DeepOcean's solution](#)

600.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-12 · last AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[DeepOcean's solution](#)

601.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-09 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[DeepOcean's solution](#)

602.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-17 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dfs and similar, greedy

[DeepOcean's solution](#)

603.

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[DeepOcean's solution](#)

604.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[DeepOcean's solution](#)

605.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-14 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[DeepOcean's solution](#)

606.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-02-11 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[DeepOcean's solution](#)

607.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[DeepOcean's solution](#)

608.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[DeepOcean's solution](#)

609.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing

[DeepOcean's solution](#)

610.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[DeepOcean's solution](#)

611.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[DeepOcean's solution](#)

612.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-08 · last AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[DeepOcean's solution](#)

613.

814E

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

Quality: 725 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[DeepOcean's solution](#)

614.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[DeepOcean's solution](#)

615.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[DeepOcean's solution](#)

616.

1828E

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

Rating: 2600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, strings

[DeepOcean's solution](#)

617.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[DeepOcean's solution](#)

618.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[DeepOcean's solution](#)

619.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DeepOcean's solution](#)

620.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[DeepOcean's solution](#)

621.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[DeepOcean's solution](#)

622.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[DeepOcean's solution](#)

623.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[DeepOcean's solution](#)

624.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[DeepOcean's solution](#)

625.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[DeepOcean's solution](#)

626.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[DeepOcean's solution](#)

627.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-17 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[DeepOcean's solution](#)

628.

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[DeepOcean's solution](#)

629.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-11 · last AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[DeepOcean's solution](#)

630.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-25 · last AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[DeepOcean's solution](#)

631.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-28 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[DeepOcean's solution](#)

632.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-15 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[DeepOcean's solution](#)

633.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[DeepOcean's solution](#)

634.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[DeepOcean's solution](#)

635.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[DeepOcean's solution](#)

636.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[DeepOcean's solution](#)

637.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[DeepOcean's solution](#)

638.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[DeepOcean's solution](#)

639.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[DeepOcean's solution](#)

640.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[DeepOcean's solution](#)

641.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[DeepOcean's solution](#)

642.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[DeepOcean's solution](#)

643.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[DeepOcean's solution](#)

644.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers
[DeepOcean's solution](#)

645.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp
[DeepOcean's solution](#)

646.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[DeepOcean's solution](#)

647.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers
[DeepOcean's solution](#)

648.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat
[DeepOcean's solution](#)

649.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · last AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[DeepOcean's solution](#)

650.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[DeepOcean's solution](#)

651.

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-28 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[DeepOcean's solution](#)

652.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-17 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[DeepOcean's solution](#)

653.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-07 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[DeepOcean's solution](#)

654.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-07 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[DeepOcean's solution](#)

655.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[DeepOcean's solution](#)

656.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[DeepOcean's solution](#)

657.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[DeepOcean's solution](#)

658.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-01 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[DeepOcean's solution](#)

659.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities

[DeepOcean's solution](#)

660.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[DeepOcean's solution](#)

661.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[DeepOcean's solution](#)

662.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[DeepOcean's solution](#)

663.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees
[DeepOcean's solution](#)

664.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[DeepOcean's solution](#)

665.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[DeepOcean's solution](#)

666.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive
[DeepOcean's solution](#)

667.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[DeepOcean's solution](#)

668.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-28 · last AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[DeepOcean's solution](#)

669.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-14 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[DeepOcean's solution](#)

670.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[DeepOcean's solution](#)

671.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[DeepOcean's solution](#)

672.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[DeepOcean's solution](#)

673.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[DeepOcean's solution](#)

674.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[DeepOcean's solution](#)

675.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[DeepOcean's solution](#)

676.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[DeepOcean's solution](#)

677.

1806F2

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

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[DeepOcean's solution](#)

678.

1806F1

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

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory, sortings

[DeepOcean's solution](#)

679.

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[DeepOcean's solution](#)

680.

512D

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

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[DeepOcean's solution](#)

681.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DeepOcean's solution](#)

682.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[DeepOcean's solution](#)

683.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeepOcean's solution](#)

684.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[DeepOcean's solution](#)

685.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DeepOcean's solution](#)

686.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[DeepOcean's solution](#)

687.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[DeepOcean's solution](#)

688.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[DeepOcean's solution](#)

689.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[DeepOcean's solution](#)

690.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[DeepOcean's solution](#)

691.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-08-17 · last AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[DeepOcean's solution](#)

692.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[DeepOcean's solution](#)

693.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[DeepOcean's solution](#)

694.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[DeepOcean's solution](#)

695.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[DeepOcean's solution](#)

696.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[DeepOcean's solution](#)

697.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[DeepOcean's solution](#)

698.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[DeepOcean's solution](#)

699.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[DeepOcean's solution](#)

700.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-16 · last AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[DeepOcean's solution](#)

701.

1609G

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

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[DeepOcean's solution](#)

702.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[DeepOcean's solution](#)

703.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[DeepOcean's solution](#)

704.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[DeepOcean's solution](#)

705.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[DeepOcean's solution](#)

706.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[DeepOcean's solution](#)

707.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[DeepOcean's solution](#)

708.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-18 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[DeepOcean's solution](#)

709.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[DeepOcean's solution](#)

710.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[DeepOcean's solution](#)

711.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[DeepOcean's solution](#)

712.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-07-11 · last AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DeepOcean's solution](#)

713.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DeepOcean's solution](#)

714.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[DeepOcean's solution](#)

715.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[DeepOcean's solution](#)

716.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[DeepOcean's solution](#)

717.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[DeepOcean's solution](#)

718.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[DeepOcean's solution](#)

719.

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[DeepOcean's solution](#)

720.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[DeepOcean's solution](#)

721.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, trees

[DeepOcean's solution](#)

722.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeepOcean's solution](#)

723.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[DeepOcean's solution](#)

724.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[DeepOcean's solution](#)

725.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[DeepOcean's solution](#)

726.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeepOcean's solution](#)

727.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeepOcean's solution](#)

728.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeepOcean's solution](#)

729.

105657M

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

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeepOcean's solution](#)

730.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeepOcean's solution](#)

731.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeepOcean's solution](#)

732.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeepOcean's solution](#)

733.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeepOcean's solution](#)

734.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-04 · PHP (first AC) · Tags: *special, strings

[DeepOcean's solution](#)

735.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-03 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[DeepOcean's solution](#)

736.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · PHP (first AC) · Tags: *special, expression parsing, strings

[DeepOcean's solution](#)

737.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeepOcean's solution](#)

738.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeepOcean's solution](#)

739.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · last AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeepOcean's solution](#)

740.

103861F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · last AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeepOcean's solution](#)

741.

102586D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeepOcean's solution](#)

742.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[DeepOcean's solution](#)

743.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-28 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[DeepOcean's solution](#)

744.

103698E

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[DeepOcean's solution](#)

745.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[DeepOcean's solution](#)

746.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[DeepOcean's solution](#)

747.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[DeepOcean's solution](#)

748.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[DeepOcean's solution](#)

749.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[DeepOcean's solution](#)

750.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[DeepOcean's solution](#)

751.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, strings

[DeepOcean's solution](#)

752.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[DeepOcean's solution](#)

753.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[DeepOcean's solution](#)

754.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[DeepOcean's solution](#)

755.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math
[DeepOcean's solution](#)

756.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[DeepOcean's solution](#)

757.

1663C

[P Ö! Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[DeepOcean's solution](#)

758.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · PHP (first AC) · Tags: *special, expression parsing, trees

[DeepOcean's solution](#)