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Unique solved — Dhyeb

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

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

Filters: none

Count: 169

1.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,200 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [math](#)
[Dhyeb's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)
[Dhyeb's solution](#)

3.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,975 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)
[Dhyeb's solution](#)

4.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,109 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)
[Dhyeb's solution](#)

5.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,460 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)
[Dhyeb's solution](#)

6.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [constructive algorithms](#)
[Dhyeb's solution](#)

7.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,903 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [strings](#)
[Dhyeb's solution](#)

8.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,444 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#), [number theory](#)
[Dhyeb's solution](#)

9.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,852 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [binary search](#), [brute force](#), [expression parsing](#), [math](#), [schedules](#)
[Dhyeb's solution](#)

10.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,830 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Dhyeb's solution](#)

11.

2188A

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Dhyeb's solution](#)

12.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,113 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Dhyeb's solution](#)

13.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,646 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Dhyeb's solution](#)

14.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Dhyeb's solution](#)

15.

2179A

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

Quality: 34,419 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Dhyeb's solution](#)

16.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2026-01-18 · last AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Dhyeb's solution](#)

17.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,068 global accepts · Rating: 800 · first AC: 2026-01-18 · last AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Dhyeb's solution](#)

18.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,076 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Dhyeb's solution](#)

19.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Dhyeb's solution](#)

20.

231A

[Team](#) · [Tutorial](#)

Quality: 430,200 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Dhyeb's solution](#)

21.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[Dhyeb's solution](#)

22.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,851 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[Dhyeb's solution](#)

23.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[Dhyeb's solution](#)

24.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Dhyeb's solution](#)

25.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,944 global accepts · Rating: 900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[Dhyeb's solution](#)

26.

1837B

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

Quality: 50,095 global accepts · Rating: 900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[Dhyeb's solution](#)

27.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 900 · first AC: 2026-01-18 · last AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[Dhyeb's solution](#)

28.

1675B

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

Quality: 43,282 global accepts · Rating: 900 · first AC: 2026-01-03 · last AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Dhyeb's solution](#)

29.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Dhyeb's solution](#)

30.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[Dhyeb's solution](#)

31.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,464 global accepts · Rating: 900 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Dhyeb's solution](#)

32.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,693 global accepts · Rating: 900 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Dhyeb's solution](#)

33.

2192B

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

Quality: 14,543 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Dhyeb's solution](#)

34.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Dhyeb's solution](#)

35.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Dhyeb's solution](#)

36.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,788 global accepts · Rating: 1000 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Dhyeb's solution](#)

37.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Dhyeb's solution](#)

38.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Dhyeb's solution](#)

39.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Dhyeb's solution](#)

40.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,105 global accepts · Rating: 1000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Dhyeb's solution](#)

41.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,915 global accepts · Rating: 1000 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Dhyeb's solution](#)

42.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,344 global accepts · Rating: 1000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Dhyeb's solution](#)

43.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,478 global accepts · Rating: 1000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Dhyeb's solution](#)

44.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Dhyeb's solution](#)

45.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Dhyeb's solution](#)

46.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[Dhyeb's solution](#)

47.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,523 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[Dhyeb's solution](#)

48.

2197B

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

Quality: 15,893 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers
[Dhyeb's solution](#)

49.

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings
[Dhyeb's solution](#)

50.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[Dhyeb's solution](#)

51.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,570 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[Dhyeb's solution](#)

52.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Dhyeb's solution](#)

53.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Dhyeb's solution](#)

54.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,777 global accepts · Rating: 1100 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[Dhyeb's solution](#)

55.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Dhyeb's solution](#)

56.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Dhyeb's solution](#)

57.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Dhyeb's solution](#)

58.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Dhyeb's solution](#)

59.

2182C

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

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Dhyeb's solution](#)

60.

2170B

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

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Dhyeb's solution](#)

61.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Dhyeb's solution](#)

62.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Dhyeb's solution](#)

63.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Dhyeb's solution](#)

64.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Dhyeb's solution](#)

65.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,082 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Dhyeb's solution](#)

66.

4C

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

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Dhyeb's solution](#)

67.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Dhyeb's solution](#)

68.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Dhyeb's solution](#)

69.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Dhyeb's solution](#)

70.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,511 global accepts · Rating: 1300 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Dhyeb's solution](#)

71.

2188C

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

Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Dhyeb's solution](#)

72.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[Dhyeb's solution](#)

73.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Dhyeb's solution](#)

74.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,258 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Dhyeb's solution](#)

75.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Dhyeb's solution](#)

76.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[Dhyeb's solution](#)

77.

26B

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

Quality: 25,850 global accepts · Rating: 1400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Dhyeb's solution](#)

78.

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Dhyeb's solution](#)

79.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Dhyeb's solution](#)

80.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Dhyeb's solution](#)

81.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Dhyeb's solution](#)

- 82.**
2A
[Winner](#) · [Tutorial](#)
Quality: 31,223 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation
[Dhyeb's solution](#)
- 83.**
550A
[Two Substrings](#) · [Tutorial](#)
Quality: 43,639 global accepts · Rating: 1500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, strings
[Dhyeb's solution](#)
- 84.**
34D
[Road Map](#) · [Tutorial](#)
Quality: 6,487 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[Dhyeb's solution](#)
- 85.**
2207B
[One Night At Freddy's](#) · [Tutorial](#)
Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[Dhyeb's solution](#)
- 86.**
2207C
[Where's My Water?](#) · [Tutorial](#)
Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[Dhyeb's solution](#)
- 87.**
1B
[Spreadsheet](#) · [Tutorial](#)
Quality: 26,313 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Dhyeb's solution](#)
- 88.**
11B
[Jumping Jack](#) · [Tutorial](#)
Quality: 5,708 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Dhyeb's solution](#)
- 89.**
2162E
[Beautiful Palindromes](#) · [Tutorial](#)
Quality: 9,334 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
[Dhyeb's solution](#)
- 90.**
2167G
[Mukhammadali and the Smooth Array](#) · [Tutorial](#)
Quality: 11,014 global accepts · Rating: 1600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[Dhyeb's solution](#)
- 91.**
2197D
[Another Problem about Beautiful Pairs](#) · [Tutorial](#)
Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory
[Dhyeb's solution](#)

92.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Dhyeb's solution](#)

93.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Dhyeb's solution](#)

94.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Dhyeb's solution](#)

95.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Dhyeb's solution](#)

96.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Dhyeb's solution](#)

97.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Dhyeb's solution](#)

98.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Dhyeb's solution](#)

99.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Dhyeb's solution](#)

100.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Dhyeb's solution](#)

101.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Dhyeb's solution](#)

102.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[Dhyeb's solution](#)

103.

4D

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

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[Dhyeb's solution](#)

104.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Dhyeb's solution](#)

105.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Dhyeb's solution](#)

106.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Dhyeb's solution](#)

107.

2208D1

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

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Dhyeb's solution](#)

108.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[Dhyeb's solution](#)

109.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation

[Dhyeb's solution](#)

110.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Dhyeb's solution](#)

111.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Dhyeb's solution](#)

112.

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · last AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and

similar, dp, graphs, interactive

[Dhyeb's solution](#)

113.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Dhyeb's solution](#)

114.

2188D

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

Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Dhyeb's solution](#)

115.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Dhyeb's solution](#)

116.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Dhyeb's solution](#)

117.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1900 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Dhyeb's solution](#)

118.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Dhyeb's solution](#)

119.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Dhyeb's solution](#)

120.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Dhyeb's solution](#)

121.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Dhyeb's solution](#)

122.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Dhyeb's solution](#)

123.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Dhyeb's solution](#)

124.

2191D2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Dhyeb's solution](#)

125.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, trees

[Dhyeb's solution](#)

126.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, matrices

[Dhyeb's solution](#)

127.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Dhyeb's solution](#)

128.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Dhyeb's solution](#)

129.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Dhyeb's solution](#)

130.

2184G

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

Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Dhyeb's solution](#)

131.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Dhyeb's solution](#)

132.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Dhyeb's solution](#)

133.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings

[Dhyeb's solution](#)

134.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Dhyeb's solution](#)

135.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Dhyeb's solution](#)

136.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Dhyeb's solution](#)

137.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2026-02-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[Dhyeb's solution](#)

138.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Dhyeb's solution](#)

139.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Dhyeb's solution](#)

140.

2197E2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Dhyeb's solution](#)

141.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[Dhyeb's solution](#)

142.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Dhyeb's solution](#)

143.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Dhyeb's solution](#)

144.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Dhyeb's solution](#)

145.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2026-02-28 · Python 2 (first AC) · Tags: geometry, math

[Dhyeb's solution](#)

146.

2192E

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

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Dhyeb's solution](#)

147.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Dhyeb's solution](#)

148.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Dhyeb's solution](#)

149.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Dhyeb's solution](#)

150.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[Dhyeb's solution](#)

151.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Dhyeb's solution](#)

152.

2194F1

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

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-02-08 · last AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Dhyeb's solution](#)

153.

2182F1

[Christmas Reindeer \(easy version\) · Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Dhyeb's solution](#)

154.

21D

[Traveling Graph · Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graph matchings, graphs

[Dhyeb's solution](#)

155.

28D

[Don't fear, DravDe is kind · Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing

[Dhyeb's solution](#)

156.

31E

[TV Game · Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Dhyeb's solution](#)

157.

26D

[Tickets · Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Dhyeb's solution](#)

158.

2193H

[Remove the Grail Tree · Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Dhyeb's solution](#)

159.

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Dhyeb's solution](#)

160.

2135D2

[From the Unknown \(Hard Version\) · Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Dhyeb's solution](#)

161.

2197F

[Double Bracket Sequence · Tutorial](#)

Rating: 2500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy

[Dhyeb's solution](#)

162.

2202G1

[Monotone Monochrome Matrices \(Easy Version\) · Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Dhyeb's solution](#)

163.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Dhyeb's solution](#)

164.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Dhyeb's solution](#)

165.

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Dhyeb's solution](#)

166.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Dhyeb's solution](#)

167.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Dhyeb's solution](#)

168.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[Dhyeb's solution](#)

169.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[Dhyeb's solution](#)