

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

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# Unique solved — DownRat

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

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

Filters: none

Count: 320

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[DownRat's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[DownRat's solution](#)

3.

2157A

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

Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

[DownRat's solution](#)

4.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)

[DownRat's solution](#)

5.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#)

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6.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[DownRat's solution](#)

7.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,490 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [sortings](#)

[DownRat's solution](#)

8.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: [graph matchings](#), [greedy](#)

[DownRat's solution](#)

9.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [strings](#)

[DownRat's solution](#)

**10.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DownRat's solution](#)

**11.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DownRat's solution](#)

**12.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

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**13.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

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**14.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**15.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 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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**16.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,898 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**17.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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**18.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DownRat's solution](#)

**19.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[DownRat's solution](#)

**20.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy,

math

[DownRat's solution](#)

**21.**

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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**22.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

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**23.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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**24.**

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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**25.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[DownRat's solution](#)

**26.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[DownRat's solution](#)

**27.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[DownRat's solution](#)

**28.**

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[DownRat's solution](#)

**29.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

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**30.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[DownRat's solution](#)

**31.**

2056C

[Palindromic Subsequences](#) · [Tutorial](#)

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[DownRat's solution](#)

**32.**

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[DownRat's solution](#)

**33.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**34.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,123 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

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**35.**

2201A1

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

Quality: 11,061 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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**36.**

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

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**37.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive

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**38.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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**39.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

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**40.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

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**41.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**42.**

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**43.**

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**44.**

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**45.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DownRat's solution](#)

**46.**

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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**47.**

2190B1

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

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

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**48.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DownRat's solution](#)

**49.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[DownRat's solution](#)

**50.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

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**51.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[DownRat's solution](#)

**52.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**53.**

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

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**54.**

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

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**55.**

2157D

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

Quality: 6,019 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

[DownRat's solution](#)

**56.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**57.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[DownRat's solution](#)

**58.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[DownRat's solution](#)

**59.**

2085C

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

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[DownRat's solution](#)

**60.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

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**61.**

2019C

[Cards Partition](#) · [Tutorial](#)

Quality: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[DownRat's solution](#)

**62.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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**63.**

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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**64.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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**65.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**66.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[DownRat's solution](#)

**67.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,759 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[DownRat's solution](#)

**68.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings

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**69.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

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**70.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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**71.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[DownRat's solution](#)

**72.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

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**73.**

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[DownRat's solution](#)

**74.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

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**75.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

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**76.**

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

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**77.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[DownRat's solution](#)

**78.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[DownRat's solution](#)

**79.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[DownRat's solution](#)

**80.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[DownRat's solution](#)

**81.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[DownRat's solution](#)

**82.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[DownRat's solution](#)

**83.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[DownRat's solution](#)

**84.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[DownRat's solution](#)

**85.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[DownRat's solution](#)

**86.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DownRat's solution](#)

**87.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[DownRat's solution](#)

**88.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,811 global accepts · Rating: 1800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

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**89.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

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**90.**

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[DownRat's solution](#)

**91.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 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

[DownRat's solution](#)

**92.**

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[DownRat's solution](#)

**93.**

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[DownRat's solution](#)

**94.**

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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**95.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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**96.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[DownRat's solution](#)

**97.**

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[DownRat's solution](#)

**98.**

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[DownRat's solution](#)

**99.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[DownRat's solution](#)

**100.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[DownRat's solution](#)

**101.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[DownRat's solution](#)

**102.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[DownRat's solution](#)

**103.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[DownRat's solution](#)

**104.**

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[DownRat's solution](#)

**105.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[DownRat's solution](#)

**106.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[DownRat's solution](#)

**107.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[DownRat's solution](#)

**108.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[DownRat's solution](#)

**109.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[DownRat's solution](#)

**110.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[DownRat's solution](#)

**111.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[DownRat's solution](#)

**112.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[DownRat's solution](#)

**113.**

1741F

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

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[DownRat's solution](#)

**114.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DownRat's solution](#)

**115.**

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[DownRat's solution](#)

**116.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-01-26 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[DownRat's solution](#)

**117.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[DownRat's solution](#)

**118.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[DownRat's solution](#)

**119.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[DownRat's solution](#)

**120.**

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[DownRat's solution](#)

**121.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[DownRat's solution](#)

**122.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[DownRat's solution](#)

**123.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[DownRat's solution](#)

**124.**

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DownRat's solution](#)

**125.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[DownRat's solution](#)

**126.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[DownRat's solution](#)

**127.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[DownRat's solution](#)

**128.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[DownRat's solution](#)

**129.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[DownRat's solution](#)

**130.**

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

[DownRat's solution](#)

**131.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[DownRat's solution](#)

**132.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[DownRat's solution](#)

**133.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[DownRat's solution](#)

**134.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[DownRat's solution](#)

**135.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[DownRat's solution](#)

**136.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[DownRat's solution](#)

**137.**

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DownRat's solution](#)

**138.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees

[DownRat's solution](#)

**139.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[DownRat's solution](#)

**140.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[DownRat's solution](#)

**141.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[DownRat's solution](#)

**142.**

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DownRat's solution](#)

**143.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[DownRat's solution](#)

**144.**

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DownRat's solution](#)

**145.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-03-13 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[DownRat's solution](#)

**146.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[DownRat's solution](#)

**147.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

[DownRat's solution](#)

**148.**

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[DownRat's solution](#)

**149.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[DownRat's solution](#)

**150.**

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[DownRat's solution](#)

**151.**

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[DownRat's solution](#)

**152.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[DownRat's solution](#)

**153.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[DownRat's solution](#)

**154.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[DownRat's solution](#)

**155.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[DownRat's solution](#)

**156.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[DownRat's solution](#)

**157.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[DownRat's solution](#)

**158.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DownRat's solution](#)

**159.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[DownRat's solution](#)

**160.**

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[DownRat's solution](#)

**161.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[DownRat's solution](#)

**162.**

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[DownRat's solution](#)

**163.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[DownRat's solution](#)

**164.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[DownRat's solution](#)

**165.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[DownRat's solution](#)

**166.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[DownRat's solution](#)

**167.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[DownRat's solution](#)

**168.**

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[DownRat's solution](#)

**169.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[DownRat's solution](#)

**170.**

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[DownRat's solution](#)

**171.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[DownRat's solution](#)

**172.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[DownRat's solution](#)

**173.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[DownRat's solution](#)

**174.**

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[DownRat's solution](#)

**175.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[DownRat's solution](#)

**176.**

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[DownRat's solution](#)

**177.**

1617D2

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

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[DownRat's solution](#)

**178.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[DownRat's solution](#)

**179.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[DownRat's solution](#)

**180.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[DownRat's solution](#)

**181.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[DownRat's solution](#)

**182.**

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[DownRat's solution](#)

**183.**

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[DownRat's solution](#)

**184.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[DownRat's solution](#)

**185.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[DownRat's solution](#)

**186.**

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[DownRat's solution](#)

**187.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[DownRat's solution](#)

**188.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[DownRat's solution](#)

**189.**

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[DownRat's solution](#)

**190.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[DownRat's solution](#)

**191.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[DownRat's solution](#)

**192.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DownRat's solution](#)

**193.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[DownRat's solution](#)

**194.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[DownRat's solution](#)

**195.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[DownRat's solution](#)

**196.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[DownRat's solution](#)

**197.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[DownRat's solution](#)

**198.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[DownRat's solution](#)

**199.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[DownRat's solution](#)

**200.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[DownRat's solution](#)

**201.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[DownRat's solution](#)

## 202.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[DownRat's solution](#)

## 203.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DownRat's solution](#)

## 204.

86C

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

Quality: 864 global accepts · Rating: 2500 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees

[DownRat's solution](#)

## 205.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[DownRat's solution](#)

## 206.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[DownRat's solution](#)

## 207.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[DownRat's solution](#)

## 208.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[DownRat's solution](#)

## 209.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[DownRat's solution](#)

## 210.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[DownRat's solution](#)

## 211.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[DownRat's solution](#)

**212.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[DownRat's solution](#)

**213.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[DownRat's solution](#)

**214.**

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[DownRat's solution](#)

**215.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[DownRat's solution](#)

**216.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[DownRat's solution](#)

**217.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[DownRat's solution](#)

**218.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[DownRat's solution](#)

**219.**

1679F

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

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[DownRat's solution](#)

**220.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[DownRat's solution](#)

**221.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees

[DownRat's solution](#)

**222.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[DownRat's solution](#)

**223.**

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings  
[DownRat's solution](#)

**224.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[DownRat's solution](#)

**225.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp  
[DownRat's solution](#)

**226.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[DownRat's solution](#)

**227.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers  
[DownRat's solution](#)

**228.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[DownRat's solution](#)

**229.**

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities  
[DownRat's solution](#)

**230.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[DownRat's solution](#)

**231.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures  
[DownRat's solution](#)

**232.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers  
[DownRat's solution](#)

**233.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[DownRat's solution](#)

**234.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[DownRat's solution](#)

**235.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[DownRat's solution](#)

**236.**

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[DownRat's solution](#)

**237.**

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities

[DownRat's solution](#)

**238.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[DownRat's solution](#)

**239.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[DownRat's solution](#)

**240.**

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[DownRat's solution](#)

**241.**

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu

[DownRat's solution](#)

**242.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[DownRat's solution](#)

**243.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[DownRat's solution](#)

**244.**

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...

[DownRat's solution](#)

**245.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[DownRat's solution](#)

**246.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[DownRat's solution](#)

**247.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[DownRat's solution](#)

**248.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[DownRat's solution](#)

**249.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[DownRat's solution](#)

**250.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[DownRat's solution](#)

**251.**

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[DownRat's solution](#)

**252.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[DownRat's solution](#)

**253.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[DownRat's solution](#)

**254.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[DownRat's solution](#)

**255.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-11-03 · last AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[DownRat's solution](#)

**256.**

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[DownRat's solution](#)

**257.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[DownRat's solution](#)

**258.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[DownRat's solution](#)

**259.**

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[DownRat's solution](#)

**260.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[DownRat's solution](#)

**261.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[DownRat's solution](#)

**262.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-03-29 · last AC: 2026-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[DownRat's solution](#)

**263.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[DownRat's solution](#)

**264.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[DownRat's solution](#)

**265.**

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[DownRat's solution](#)

**266.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[DownRat's solution](#)

**267.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[DownRat's solution](#)

**268.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[DownRat's solution](#)

**269.**

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[DownRat's solution](#)

**270.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[DownRat's solution](#)

**271.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[DownRat's solution](#)

**272.**

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[DownRat's solution](#)

**273.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[DownRat's solution](#)

**274.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[DownRat's solution](#)

**275.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[DownRat's solution](#)

**276.**

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[DownRat's solution](#)

**277.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[DownRat's solution](#)

**278.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DownRat's solution](#)

**279.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DownRat's solution](#)

**280.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DownRat's solution](#)

**281.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[DownRat's solution](#)

**282.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[DownRat's solution](#)

**283.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[DownRat's solution](#)

**284.**

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 3200 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[DownRat's solution](#)

**285.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[DownRat's solution](#)

**286.**

1019E

[Raining season](#) · [Tutorial](#)

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**287.**

1017G

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**288.**

755G

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**289.**

1787H

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**290.**

1500E

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**291.**

1172F

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**292.**

737E

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**293.**

1340F

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793G

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**295.**

1491H

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**296.**

1305G

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**297.**

1515H

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**298.**

2061I

[Kevin and Nivek](#) · [Tutorial](#)

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**299.**

1874G

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**300.**

1687E

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Quality: 310 global accepts · Rating: 3500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

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**301.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

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**302.**

2222E

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Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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**303.**

2222C

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Quality: 4,786 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

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**304.**

2222B

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Quality: 7,287 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**305.**

2222D

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Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

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**306.**

2222A

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**307.**

102586J

[Median Replace Hard](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**308.**

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[DownRat's solution](#)

**309.**

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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**310.**

105481K

[Silly ~~Game~~](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**311.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**312.**

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**313.**

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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**314.**

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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**315.**

103861F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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### 316.

105336D

[• xTb%ãx Vh](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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### 317.

105336K

[SÖlørn8b](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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### 318.

105336B

[Qx-Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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### 319.

105336L

[•QÜlã •\[](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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### 320.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-08-03 · last AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

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