

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

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# Unique solved — Dpkasd 12

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

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

Filters: none

Count: 384

1.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2025-04-28 · Rust 2021 (first AC) · Tags: greedy, implementation, math, number theory

[Dpkasd\\_12's solution](#)

2.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: brute force, greedy

[Dpkasd\\_12's solution](#)

3.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-25 · Rust 2021 (first AC) · Tags: brute force, math

[Dpkasd\\_12's solution](#)

4.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: greedy, math

[Dpkasd\\_12's solution](#)

5.

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2025-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy, math

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6.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-22 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math

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7.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

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8.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2025-04-18 · Rust 2021 (first AC) · Tags: greedy, implementation

[Dpkasd\\_12's solution](#)

9.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2025-04-17 · Rust 2021 (first AC) · Tags: implementation

[Dpkasd\\_12's solution](#)

10.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2025-04-17 · Rust 2021 (first AC) · Tags: greedy, sortings

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**11.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-14 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms

[Dpkasd\\_12's solution](#)

**12.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-04-14 · Rust 2021 (first AC) · Tags: strings

[Dpkasd\\_12's solution](#)

**13.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2025-04-13 · Rust 2021 (first AC) · Tags: greedy, math, number theory

[Dpkasd\\_12's solution](#)

**14.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-09 · Rust 2021 (first AC) · Tags: math

[Dpkasd\\_12's solution](#)

**15.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2025-04-08 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, games, math

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**16.**

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,162 global accepts · Rating: 800 · first AC: 2025-04-06 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math

[Dpkasd\\_12's solution](#)

**17.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Dpkasd\\_12's solution](#)

**18.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · Rust 2021 (first AC) · Tags: math

[Dpkasd\\_12's solution](#)

**19.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: implementation, math

[Dpkasd\\_12's solution](#)

**20.**

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-30 · Rust 2021 (first AC) · Tags: greedy, math, number theory, sortings

[Dpkasd\\_12's solution](#)

**21.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: implementation

[Dpkasd\\_12's solution](#)

**22.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: greedy, implementation

[Dpkasd\\_12's solution](#)

**23.**

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: implementation

[Dpkasd\\_12's solution](#)

**24.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings

[Dpkasd\\_12's solution](#)

**25.**

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: brute force, implementation

[Dpkasd\\_12's solution](#)

**26.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: dp, greedy, sortings

[Dpkasd\\_12's solution](#)

**27.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory

[Dpkasd\\_12's solution](#)

**28.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: greedy, strings

[Dpkasd\\_12's solution](#)

**29.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: games, math

[Dpkasd\\_12's solution](#)

**30.**

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,838 global accepts · Rating: 800 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: implementation, math

[Dpkasd\\_12's solution](#)

**31.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: greedy, math

[Dpkasd\\_12's solution](#)

**32.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Dpkasd\\_12's solution](#)

**33.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Dpkasd\\_12's solution](#)

**34.**

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: implementation, math

[Dpkasd\\_12's solution](#)

**35.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Dpkasd\\_12's solution](#)

**36.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: dp, geometry, greedy, math

[Dpkasd\\_12's solution](#)

**37.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: greedy, implementation

[Dpkasd\\_12's solution](#)

**38.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,758 global accepts · Rating: 800 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: binary search, math

[Dpkasd\\_12's solution](#)

**39.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: constructive algorithms, games, greedy, math

[Dpkasd\\_12's solution](#)

**40.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: greedy, sortings

[Dpkasd\\_12's solution](#)

**41.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: brute force, math

[Dpkasd\\_12's solution](#)

**42.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: implementation, strings

[Dpkasd\\_12's solution](#)

**43.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: greedy, math

[Dpkasd\\_12's solution](#)

**44.**

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: brute force, math

[Dpkasd\\_12's solution](#)

**45.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Dpkasd\\_12's solution](#)

**46.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: greedy

[Dpkasd\\_12's solution](#)

**47.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: brute force

[Dpkasd\\_12's solution](#)

**48.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Dpkasd\\_12's solution](#)

**49.**

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings

[Dpkasd\\_12's solution](#)

**50.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: implementation

[Dpkasd\\_12's solution](#)

**51.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Dpkasd\\_12's solution](#)

**52.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,750 global accepts · Rating: 800 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: expression parsing, implementation

[Dpkasd\\_12's solution](#)

**53.**

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: math

[Dpkasd\\_12's solution](#)

**54.**

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: strings

[Dpkasd\\_12's solution](#)

**55.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Dpkasd\\_12's solution](#)

**56.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: greedy, math

[Dpkasd\\_12's solution](#)

**57.**

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,177 global accepts · Rating: 800 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: greedy

[Dpkasd\\_12's solution](#)

**58.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: math, number theory

[Dpkasd\\_12's solution](#)

**59.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: geometry, implementation

[Dpkasd\\_12's solution](#)

**60.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: geometry, greedy, math

[Dpkasd\\_12's solution](#)

**61.**

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Dpkasd\\_12's solution](#)

**62.**

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: math

[Dpkasd\\_12's solution](#)

**63.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · Rust 2021 (first AC) · Tags: math, number theory

[Dpkasd\\_12's solution](#)

**64.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · Rust 2021 (first AC) · Tags: brute force, math

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**65.**

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · Rust 2021 (first AC) · Tags: graph matchings, greedy

[Dpkasd\\_12's solution](#)

**66.**

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · Rust 2021 (first AC) · Tags: greedy, strings

[Dpkasd\\_12's solution](#)

**67.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, math

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**68.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Dpkasd\\_12's solution](#)

**69.**

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2025-04-23 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings

[Dpkasd\\_12's solution](#)

**70.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-14 · Rust 2021 (first AC) · Tags: math

[Dpkasd\\_12's solution](#)

**71.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2025-04-13 · Rust 2021 (first AC) · Tags: data structures, greedy

[Dpkasd\\_12's solution](#)

**72.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2025-04-12 · Rust 2021 (first AC) · Tags: brute force, games, greedy, sortings

[Dpkasd\\_12's solution](#)

**73.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-10 · Rust 2021 (first AC) · Tags: greedy, math

[Dpkasd\\_12's solution](#)

**74.**

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 900 · first AC: 2025-04-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy

[Dpkasd\\_12's solution](#)

**75.**

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[Dpkasd\\_12's solution](#)

**76.**

2047B

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

Quality: 19,248 global accepts · Rating: 900 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: brute force, combinatorics, greedy, strings

[Dpkasd\\_12's solution](#)

**77.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Dpkasd\\_12's solution](#)

**78.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: games, greedy

[Dpkasd\\_12's solution](#)

**79.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: games, greedy, sortings, two pointers

[Dpkasd\\_12's solution](#)

**80.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: greedy, math

[Dpkasd\\_12's solution](#)

**81.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-25 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[Dpkasd\\_12's solution](#)

**82.**

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-10 · Rust 2021 (first AC) · Tags: math, number theory

[Dpkasd\\_12's solution](#)

**83.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: brute force, greedy

[Dpkasd\\_12's solution](#)

**84.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-30 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Dpkasd\\_12's solution](#)

**85.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Dpkasd\\_12's solution](#)

**86.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Dpkasd\\_12's solution](#)

**87.**

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy,

implementation, strings

[Dpkasd\\_12's solution](#)

**88.**

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[Dpkasd\\_12's solution](#)

**89.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: brute force, dp, implementation

[Dpkasd\\_12's solution](#)

**90.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings

[Dpkasd\\_12's solution](#)

**91.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: greedy, sortings

[Dpkasd\\_12's solution](#)

**92.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: greedy, sortings

[Dpkasd\\_12's solution](#)

**93.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-08 · Rust 2021 (first AC) · Tags: games, greedy, math

[Dpkasd\\_12's solution](#)

**94.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2025-04-28 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Dpkasd\\_12's solution](#)

**95.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, sortings

[Dpkasd\\_12's solution](#)

**96.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · Rust 2021 (first AC) · Tags: greedy, math

[Dpkasd\\_12's solution](#)

**97.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[Dpkasd\\_12's solution](#)

**98.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2025-04-18 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[Dpkasd\\_12's solution](#)

**99.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-04-08 · Rust 2021 (first AC) · Tags: brute force, games, greedy  
[Dpkasd\\_12's solution](#)

**100.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: greedy, math, number theory  
[Dpkasd\\_12's solution](#)

**101.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy  
[Dpkasd\\_12's solution](#)

**102.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: games, greedy, sortings  
[Dpkasd\\_12's solution](#)

**103.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1100 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[Dpkasd\\_12's solution](#)

**104.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math  
[Dpkasd\\_12's solution](#)

**105.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: math, number theory  
[Dpkasd\\_12's solution](#)

**106.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: binary search, geometry  
[Dpkasd\\_12's solution](#)

**107.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: binary search, dp, greedy  
[Dpkasd\\_12's solution](#)

**108.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: greedy  
[Dpkasd\\_12's solution](#)

**109.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Dpkasd\\_12's solution](#)

**110.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: brute force, greedy, math

[Dpkasd\\_12's solution](#)

**111.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Dpkasd\\_12's solution](#)

**112.**

2078B

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

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Dpkasd\\_12's solution](#)

**113.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Dpkasd\\_12's solution](#)

**114.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · Rust 2021 (first AC) · Tags: brute force, implementation, math

[Dpkasd\\_12's solution](#)

**115.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Dpkasd\\_12's solution](#)

**116.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-20 · Rust 2021 (first AC) · Tags: bitmasks

[Dpkasd\\_12's solution](#)

**117.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2025-04-12 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Dpkasd\\_12's solution](#)

**118.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2025-04-02 · Rust 2021 (first AC) · Tags: brute force, geometry, greedy, math

[Dpkasd\\_12's solution](#)

**119.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2025-04-02 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Dpkasd\\_12's solution](#)

**120.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2025-04-02 · Rust 2021 (first AC) · Tags: binary search, greedy, math, sortings

[Dpkasd\\_12's solution](#)

**121.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2025-04-02 · Rust 2021 (first AC) · Tags: binary search, math

[Dpkasd\\_12's solution](#)

**122.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2025-04-02 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory

[Dpkasd\\_12's solution](#)

**123.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-03-30 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Dpkasd\\_12's solution](#)

**124.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: bitmasks, brute force, math, number theory

[Dpkasd\\_12's solution](#)

**125.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: binary search, brute force, math

[Dpkasd\\_12's solution](#)

**126.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Dpkasd\\_12's solution](#)

**127.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[Dpkasd\\_12's solution](#)

**128.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Dpkasd\\_12's solution](#)

**129.**

2085B

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

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[Dpkasd\\_12's solution](#)

**130.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy

[Dpkasd\\_12's solution](#)

**131.**

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, math

[Dpkasd\\_12's solution](#)

**132.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: binary search, sortings, two pointers

[Dpkasd\\_12's solution](#)

**133.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: greedy, sortings

[Dpkasd\\_12's solution](#)

**134.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: implementation, sortings

[Dpkasd\\_12's solution](#)

**135.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: brute force, math

[Dpkasd\\_12's solution](#)

**136.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: greedy, implementation

[Dpkasd\\_12's solution](#)

**137.**

2050C

[Uninteresting Number](#) · [Tutorial](#)

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: brute force, dp, math

[Dpkasd\\_12's solution](#)

**138.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: implementation, math

[Dpkasd\\_12's solution](#)

**139.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: greedy, sortings

[Dpkasd\\_12's solution](#)

**140.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · Rust 2021 (first AC) · Tags: greedy, matrices

[Dpkasd\\_12's solution](#)

**141.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, sortings

[Dpkasd\\_12's solution](#)

**142.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-13 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[Dpkasd\\_12's solution](#)

**143.**

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings

[Dpkasd\\_12's solution](#)

**144.**

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2025-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Dpkasd\\_12's solution](#)

**145.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2025-04-18 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Dpkasd\\_12's solution](#)

**146.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-04 · Rust 2021 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Dpkasd\\_12's solution](#)

**147.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2025-04-03 · Rust 2021 (first AC) · Tags: brute force, implementation, matrices

[Dpkasd\\_12's solution](#)

**148.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2025-04-03 · Rust 2021 (first AC) · Tags: data structures, greedy, two pointers

[Dpkasd\\_12's solution](#)

**149.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: implementation, sortings

[Dpkasd\\_12's solution](#)

**150.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Dpkasd\\_12's solution](#)

**151.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: brute force, math, number theory, two pointers  
[Dpkasd\\_12's solution](#)

**152.**

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Dpkasd\\_12's solution](#)

**153.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Dpkasd\\_12's solution](#)

**154.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: binary search, greedy

[Dpkasd\\_12's solution](#)

**155.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Dpkasd\\_12's solution](#)

**156.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: brute force, greedy, math, strings

[Dpkasd\\_12's solution](#)

**157.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: —

[Dpkasd\\_12's solution](#)

**158.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Dpkasd\\_12's solution](#)

**159.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-08-01 · Rust 2021 (first AC) · Tags: math, number theory

[Dpkasd\\_12's solution](#)

**160.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2025-04-28 · Rust 2021 (first AC) · Tags: binary search, math, sortings, two pointers

[Dpkasd\\_12's solution](#)

**161.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: math, sortings

[Dpkasd\\_12's solution](#)

**162.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: 2-sat, brute force, math, sortings

[Dpkasd\\_12's solution](#)

**163.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: bitmasks, implementation

[Dpkasd\\_12's solution](#)

**164.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Dpkasd\\_12's solution](#)

**165.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: data structures, geometry, greedy, sortings

[Dpkasd\\_12's solution](#)

**166.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: games, greedy

[Dpkasd\\_12's solution](#)

**167.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Dpkasd\\_12's solution](#)

**168.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: greedy, strings

[Dpkasd\\_12's solution](#)

**169.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Dpkasd\\_12's solution](#)

**170.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy

[Dpkasd\\_12's solution](#)

**171.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Dpkasd\\_12's solution](#)

**172.**

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, interactive

[Dpkasd\\_12's solution](#)

**173.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-10 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Dpkasd\\_12's solution](#)

**174.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: binary search, dp, greedy, two pointers

[Dpkasd\\_12's solution](#)

**175.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2025-04-13 · Rust 2021 (first AC) · Tags: math, number theory

[Dpkasd\\_12's solution](#)

**176.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy

[Dpkasd\\_12's solution](#)

**177.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Dpkasd\\_12's solution](#)

**178.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: brute force, geometry

[Dpkasd\\_12's solution](#)

**179.**

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Dpkasd\\_12's solution](#)

**180.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Dpkasd\\_12's solution](#)

**181.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: dp, implementation, strings

[Dpkasd\\_12's solution](#)

**182.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[Dpkasd\\_12's solution](#)

**183.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: binary search, combinatorics, math  
[Dpkasd\\_12's solution](#)

**184.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Dpkasd\\_12's solution](#)

**185.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · Rust 2021 (first AC) · Tags: binary search, greedy  
[Dpkasd\\_12's solution](#)

**186.**

2069C

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

Quality: 14,821 global accepts · Rating: 1500 · first AC: 2025-02-18 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy, two pointers  
[Dpkasd\\_12's solution](#)

**187.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, greedy, math  
[Dpkasd\\_12's solution](#)

**188.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1600 · first AC: 2025-04-22 · Rust 2021 (first AC) · Tags: binary search, greedy, implementation, sortings  
[Dpkasd\\_12's solution](#)

**189.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-20 · Rust 2021 (first AC) · Tags: constructive algorithms  
[Dpkasd\\_12's solution](#)

**190.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[Dpkasd\\_12's solution](#)

**191.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2025-04-03 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[Dpkasd\\_12's solution](#)

**192.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[Dpkasd\\_12's solution](#)

**193.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: binary search, dp, greedy, two pointers

[Dpkasd\\_12's solution](#)

**194.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Dpkasd\\_12's solution](#)

**195.**

2085C

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

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Dpkasd\\_12's solution](#)

**196.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: constructive algorithms

[Dpkasd\\_12's solution](#)

**197.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Dpkasd\\_12's solution](#)

**198.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: bitmasks, data structures

[Dpkasd\\_12's solution](#)

**199.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Dpkasd\\_12's solution](#)

**200.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Dpkasd\\_12's solution](#)

**201.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, sortings

[Dpkasd\\_12's solution](#)

**202.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: 2-sat, combinatorics, dp

[Dpkasd\\_12's solution](#)

**203.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Dpkasd\\_12's solution](#)

**204.**

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Dpkasd\\_12's solution](#)

**205.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, strings

[Dpkasd\\_12's solution](#)

**206.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[Dpkasd\\_12's solution](#)

**207.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: geometry, interactive, probabilities

[Dpkasd\\_12's solution](#)

**208.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: brute force, greedy

[Dpkasd\\_12's solution](#)

**209.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · Rust 2021 (first AC) · Tags: dfs and similar, dp, trees

[Dpkasd\\_12's solution](#)

**210.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · Rust 2021 (first AC) · Tags: binary search, dp, greedy, strings

[Dpkasd\\_12's solution](#)

**211.**

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2025-04-23 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Dpkasd\\_12's solution](#)

**212.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-20 · Rust 2021 (first AC) · Tags: data structures, implementation, math

[Dpkasd\\_12's solution](#)

**213.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: dp, implementation

[Dpkasd\\_12's solution](#)

**214.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-04-08 · Rust 2021 (first AC) · Tags: data structures, implementation, sortings

[Dpkasd\\_12's solution](#)

**215.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-04 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Dpkasd\\_12's solution](#)

**216.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Dpkasd\\_12's solution](#)

**217.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Dpkasd\\_12's solution](#)

**218.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, sortings

[Dpkasd\\_12's solution](#)

**219.**

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory

[Dpkasd\\_12's solution](#)

**220.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: brute force, greedy

[Dpkasd\\_12's solution](#)

**221.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Dpkasd\\_12's solution](#)

**222.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, graphs

[Dpkasd\\_12's solution](#)

**223.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory

[Dpkasd\\_12's solution](#)

**224.**

2044G1

[Medium Demon Problem \(easy version\) · Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Dpkasd\\_12's solution](#)

**225.**

2018C

[Tree Pruning · Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Dpkasd\\_12's solution](#)

**226.**

2072F

[Goodbye, Banker Life · Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Dpkasd\\_12's solution](#)

**227.**

2080B

[Best Runner · Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: \*special

[Dpkasd\\_12's solution](#)

**228.**

2071C

[Trapmignano Reggiano · Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Dpkasd\\_12's solution](#)

**229.**

2101B

[Quartet Swapping · Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-13 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Dpkasd\\_12's solution](#)

**230.**

2106E

[Wolf · Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-28 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[Dpkasd\\_12's solution](#)

**231.**

2020D

[Connect the Dots · Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Dpkasd\\_12's solution](#)

**232.**

2093F

[Hackers and Neural Networks · Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-12 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy

[Dpkasd\\_12's solution](#)

**233.**

2092D

[Mishkin Energizer · Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Dpkasd\\_12's solution](#)

**234.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: brute force, flows, math, number theory

[Dpkasd\\_12's solution](#)

**235.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: binary search, brute force, dp

[Dpkasd\\_12's solution](#)

**236.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Dpkasd\\_12's solution](#)

**237.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: greedy

[Dpkasd\\_12's solution](#)

**238.**

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: binary search, number theory

[Dpkasd\\_12's solution](#)

**239.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: combinatorics, math, probabilities, trees

[Dpkasd\\_12's solution](#)

**240.**

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: \*special, sortings

[Dpkasd\\_12's solution](#)

**241.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: math, number theory

[Dpkasd\\_12's solution](#)

**242.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: dp, greedy, implementation

[Dpkasd\\_12's solution](#)

**243.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: bitmasks, dp, math, probabilities

[Dpkasd\\_12's solution](#)

**244.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Dpkasd\\_12's solution](#)

**245.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · Rust 2021 (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Dpkasd\\_12's solution](#)

**246.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-28 · Rust 2021 (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Dpkasd\\_12's solution](#)

**247.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-04-18 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Dpkasd\\_12's solution](#)

**248.**

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-12 · Rust 2021 (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Dpkasd\\_12's solution](#)

**249.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-04-03 · Rust 2021 (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Dpkasd\\_12's solution](#)

**250.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Dpkasd\\_12's solution](#)

**251.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Dpkasd\\_12's solution](#)

**252.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: data structures, implementation, sortings, two pointers

[Dpkasd\\_12's solution](#)

**253.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Dpkasd\\_12's solution](#)

**254.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: brute force, dp

[Dpkasd\\_12's solution](#)

**255.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: dfs and similar, dp, trees

[Dpkasd\\_12's solution](#)

**256.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Dpkasd\\_12's solution](#)

**257.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Dpkasd\\_12's solution](#)

**258.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Dpkasd\\_12's solution](#)

**259.**

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: brute force, expression parsing, strings

[Dpkasd\\_12's solution](#)

**260.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Dpkasd\\_12's solution](#)

**261.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, strings

[Dpkasd\\_12's solution](#)

**262.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Dpkasd\\_12's solution](#)

**263.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: —

[Dpkasd\\_12's solution](#)

**264.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, sortings

[Dpkasd\\_12's solution](#)

**265.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Dpkasd\\_12's solution](#)

## 266.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-05-05 · Rust 2021 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Dpkasd\\_12's solution](#)

## 267.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-04-30 · Rust 2021 (first AC) · Tags: bitmasks, dp, math, probabilities

[Dpkasd\\_12's solution](#)

## 268.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-04-30 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Dpkasd\\_12's solution](#)

## 269.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-04-30 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Dpkasd\\_12's solution](#)

## 270.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Dpkasd\\_12's solution](#)

## 271.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, math

[Dpkasd\\_12's solution](#)

## 272.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, dp

[Dpkasd\\_12's solution](#)

## 273.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Dpkasd\\_12's solution](#)

## 274.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: math, number theory

[Dpkasd\\_12's solution](#)

## 275.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy

[Dpkasd\\_12's solution](#)

**276.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[Dpkasd\\_12's solution](#)

**277.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings

[Dpkasd\\_12's solution](#)

**278.**

2085D

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

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: data structures, graph matchings, greedy

[Dpkasd\\_12's solution](#)

**279.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: combinatorics, greedy

[Dpkasd\\_12's solution](#)

**280.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Dpkasd\\_12's solution](#)

**281.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math

[Dpkasd\\_12's solution](#)

**282.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Dpkasd\\_12's solution](#)

**283.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: —

[Dpkasd\\_12's solution](#)

**284.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Dpkasd\\_12's solution](#)

**285.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Dpkasd\\_12's solution](#)

**286.**

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Dpkasd\\_12's solution](#)

**287.**

2107D

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

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-10 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Dpkasd\\_12's solution](#)

**288.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-05-04 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Dpkasd\\_12's solution](#)

**289.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-05-02 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, math

[Dpkasd\\_12's solution](#)

**290.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-05-01 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Dpkasd\\_12's solution](#)

**291.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-04-25 · Rust 2021 (first AC) · Tags: brute force, graphs

[Dpkasd\\_12's solution](#)

**292.**

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-04-23 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Dpkasd\\_12's solution](#)

**293.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-04-21 · Rust 2021 (first AC) · Tags: greedy, implementation

[Dpkasd\\_12's solution](#)

**294.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-04-16 · Rust 2021 (first AC) · Tags: bitmasks, dp, dsu, graphs

[Dpkasd\\_12's solution](#)

**295.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-03-31 · Rust 2021 (first AC) · Tags: brute force, games, math, number theory

[Dpkasd\\_12's solution](#)

**296.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-30 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, graphs,

math

[Dpkasd\\_12's solution](#)

**297.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Dpkasd\\_12's solution](#)

**298.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Dpkasd\\_12's solution](#)

**299.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: data structures

[Dpkasd\\_12's solution](#)

**300.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Dpkasd\\_12's solution](#)

**301.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Dpkasd\\_12's solution](#)

**302.**

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: dp, geometry

[Dpkasd\\_12's solution](#)

**303.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: binary search, greedy, two pointers

[Dpkasd\\_12's solution](#)

**304.**

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-17 · Rust 2021 (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[Dpkasd\\_12's solution](#)

**305.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2025-05-16 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Dpkasd\\_12's solution](#)

**306.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-05-16 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, implementation

[Dpkasd\\_12's solution](#)

**307.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-05-16 · Rust 2021 (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Dpkasd\\_12's solution](#)

**308.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-05-16 · Rust 2021 (first AC) · Tags: binary search, dp, greedy

[Dpkasd\\_12's solution](#)

**309.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Dpkasd\\_12's solution](#)

**310.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-05-05 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Dpkasd\\_12's solution](#)

**311.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2025-05-05 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Dpkasd\\_12's solution](#)

**312.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-05-04 · Rust 2021 (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Dpkasd\\_12's solution](#)

**313.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-05-03 · Rust 2021 (first AC) · Tags: graphs, math, shortest paths

[Dpkasd\\_12's solution](#)

**314.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-05-02 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Dpkasd\\_12's solution](#)

**315.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-05-02 · Rust 2021 (first AC) · Tags: combinatorics, dp, implementation, math

[Dpkasd\\_12's solution](#)

**316.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-05-01 · Rust 2021 (first AC) · Tags: dp, sortings, string suffix structures, strings

[Dpkasd\\_12's solution](#)

**317.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-05-01 · Rust 2021 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Dpkasd\\_12's solution](#)

**318.**

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-05-01 · Rust 2021 (first AC) · Tags: combinatorics, dp, number theory

[Dpkasd\\_12's solution](#)

**319.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-04-08 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Dpkasd\\_12's solution](#)

**320.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: dp, games, math, probabilities

[Dpkasd\\_12's solution](#)

**321.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Dpkasd\\_12's solution](#)

**322.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: —

[Dpkasd\\_12's solution](#)

**323.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Dpkasd\\_12's solution](#)

**324.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Dpkasd\\_12's solution](#)

**325.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Dpkasd\\_12's solution](#)

**326.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-31 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, implementation

[Dpkasd\\_12's solution](#)

**327.**

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-05-08 · Rust 2021 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Dpkasd\\_12's solution](#)

**328.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · Rust 2021 (first AC) · Tags: binary search, brute force, dp, greedy

[Dpkasd\\_12's solution](#)

**329.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Dpkasd\\_12's solution](#)

**330.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Dpkasd\\_12's solution](#)

**331.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Dpkasd\\_12's solution](#)

**332.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Dpkasd\\_12's solution](#)

**333.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Dpkasd\\_12's solution](#)

**334.**

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dp

[Dpkasd\\_12's solution](#)

**335.**

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: \*special

[Dpkasd\\_12's solution](#)

**336.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Dpkasd\\_12's solution](#)

**337.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Dpkasd\\_12's solution](#)

**338.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Dpkasd\\_12's solution](#)

**339.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-31 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory

[Dpkasd\\_12's solution](#)

**340.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-05-12 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, number theory

[Dpkasd\\_12's solution](#)

**341.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-05-10 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Dpkasd\\_12's solution](#)

**342.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-05-02 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Dpkasd\\_12's solution](#)

**343.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Dpkasd\\_12's solution](#)

**344.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[Dpkasd\\_12's solution](#)

**345.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Dpkasd\\_12's solution](#)

**346.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-27 · Rust 2021 (first AC) · Tags: —

[Dpkasd\\_12's solution](#)

**347.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Dpkasd\\_12's solution](#)

**348.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-05-02 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Dpkasd\\_12's solution](#)

**349.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Dpkasd\\_12's solution](#)

**350.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-03-18 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Dpkasd\\_12's solution](#)

**351.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Dpkasd\\_12's solution](#)

**352.**

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: greedy

[Dpkasd\\_12's solution](#)

**353.**

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Dpkasd\\_12's solution](#)

**354.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-05-17 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Dpkasd\\_12's solution](#)

**355.**

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-05-09 · Rust 2021 (first AC) · Tags: \*special, data structures, dp, greedy

[Dpkasd\\_12's solution](#)

**356.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Dpkasd\\_12's solution](#)

**357.**

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2025-04-30 · Rust 2021 (first AC) · Tags: geometry

[Dpkasd\\_12's solution](#)

**358.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · Rust 2021 (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Dpkasd\\_12's solution](#)

**359.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-22 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, two pointers

[Dpkasd\\_12's solution](#)

**360.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: dp, games

[Dpkasd\\_12's solution](#)

**361.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-04-01 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Dpkasd\\_12's solution](#)

**362.**

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: data structures, greedy

[Dpkasd\\_12's solution](#)

**363.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: combinatorics, dp, probabilities, trees

[Dpkasd\\_12's solution](#)

**364.**

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-16 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy

[Dpkasd\\_12's solution](#)

**365.**

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-27 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, two pointers

[Dpkasd\\_12's solution](#)

**366.**

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-05-10 · Rust 2021 (first AC) · Tags: combinatorics, data structures

[Dpkasd\\_12's solution](#)

**367.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-04-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math  
[Dpkasd\\_12's solution](#)

**368.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[Dpkasd\\_12's solution](#)

**369.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-24 · Rust 2021 (first AC) · Tags: interactive  
[Dpkasd\\_12's solution](#)

**370.**

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: —  
[Dpkasd\\_12's solution](#)

**371.**

2078G

[Another Folding Strip](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: combinatorics, data structures, divide and conquer, greedy  
[Dpkasd\\_12's solution](#)

**372.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-05-08 · Rust 2021 (first AC) · Tags: data structures, dp, greedy  
[Dpkasd\\_12's solution](#)

**373.**

2098F

[Homework](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-05-07 · Rust 2021 (first AC) · Tags: —  
[Dpkasd\\_12's solution](#)

**374.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, greedy  
[Dpkasd\\_12's solution](#)

**375.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-03-28 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings  
[Dpkasd\\_12's solution](#)

**376.**

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-07 · Rust 2021 (first AC) · Tags: binary search, greedy  
[Dpkasd\\_12's solution](#)

**377.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy  
[Dpkasd\\_12's solution](#)

**378.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-30 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Dpkasd\\_12's solution](#)

**379.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-26 · Rust 2021 (first AC) · Tags: data structures, greedy

[Dpkasd\\_12's solution](#)

**380.**

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-20 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, implementation

[Dpkasd\\_12's solution](#)

**381.**

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-25 · Rust 2021 (first AC) · Tags: data structures, implementation, two pointers

[Dpkasd\\_12's solution](#)

**382.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: dp, sortings, trees

[Dpkasd\\_12's solution](#)

**383.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Dpkasd\\_12's solution](#)

**384.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, dp

[Dpkasd\\_12's solution](#)