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Unique solved — ETO leader

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

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Filters: none

Count: 761

1.

1799A

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2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 800 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: [greedy](#), [strings](#)

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3.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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4.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [math](#)

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5.

1984A

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Quality: 22,866 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#)

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6.

2172A

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Quality: 14,518 global accepts · Rating: 800 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: [implementation](#)

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7.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)

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8.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

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9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [sortings](#)

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10.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ETO_leader's solution](#)

11.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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12.

2152A

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Quality: 22,302 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ETO_leader's solution](#)

13.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

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14.

1656A

[Good Pairs](#) · [Tutorial](#)

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15.

2034A

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[ETO_leader's solution](#)

16.

1896A

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Quality: 57,295 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

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17.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ETO_leader's solution](#)

18.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ETO_leader's solution](#)

19.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[ETO_leader's solution](#)

20.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[ETO_leader's solution](#)

21.

1750B

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Quality: 16,815 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[ETO_leader's solution](#)

22.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[ETO_leader's solution](#)

23.

2124A

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Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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24.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ETO_leader's solution](#)

25.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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[ETO_leader's solution](#)

26.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ETO_leader's solution](#)

27.

2061A

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

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28.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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29.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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30.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

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31.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,162 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ETO_leader's solution](#)

32.

2013A

[Zhan's Blender](#) · [Tutorial](#)

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33.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ETO_leader's solution](#)

34.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ETO_leader's solution](#)

35.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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36.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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37.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

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38.

1928A

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Quality: 24,421 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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39.

1916A

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[ETO_leader's solution](#)

40.

1886A

[Sum of Three](#) · [Tutorial](#)

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[ETO_leader's solution](#)

41.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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42.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ETO_leader's solution](#)

43.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ETO_leader's solution](#)

44.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ETO_leader's solution](#)

45.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 43,993 global accepts · Rating: 800 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ETO_leader's solution](#)

46.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ETO_leader's solution](#)

47.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ETO_leader's solution](#)

48.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,315 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[ETO_leader's solution](#)

49.

1859A

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Quality: 54,391 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ETO_leader's solution](#)

50.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ETO_leader's solution](#)

51.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ETO_leader's solution](#)

52.

1844A

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Quality: 25,951 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[ETO_leader's solution](#)

53.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[ETO_leader's solution](#)

54.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

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[ETO_leader's solution](#)

55.

1847A

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[ETO_leader's solution](#)

56.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,332 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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57.

1831A

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Quality: 46,284 global accepts · Rating: 800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ETO_leader's solution](#)

58.

1841A

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[ETO_leader's solution](#)

59.

2178B

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60.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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61.

1896B

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62.

2013B

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Quality: 28,240 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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63.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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64.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,362 global accepts · Rating: 900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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65.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

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66.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,075 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ETO_leader's solution](#)

67.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,162 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ETO_leader's solution](#)

68.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ETO_leader's solution](#)

69.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ETO_leader's solution](#)

70.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,573 global accepts · Rating: 900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ETO_leader's solution](#)

71.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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- 72.**
1777B
[Emordnilap](#) · [Tutorial](#)
Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
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- 73.**
1856B
[Good Arrays](#) · [Tutorial](#)
Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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1848A
[Vika and Her Friends](#) · [Tutorial](#)
Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[ETO_leader's solution](#)
- 75.**
1845B
[Come Together](#) · [Tutorial](#)
Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[ETO_leader's solution](#)
- 76.**
1785A
[Monsters \(easy version\)](#) · [Tutorial](#)
Rating: 1000 · first AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: greedy, sortings
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- 77.**
1876A
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Quality: 34,907 global accepts · Rating: 1000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ETO_leader's solution](#)
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2002B
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Quality: 22,991 global accepts · Rating: 1000 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games
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- 79.**
2164B
[Even Modulo Pair](#) · [Tutorial](#)
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[ETO_leader's solution](#)
- 80.**
1770B
[Koxia and Permutation](#) · [Tutorial](#)
Quality: 20,850 global accepts · Rating: 1000 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[ETO_leader's solution](#)
- 81.**
1770A
[Koxia and Whiteboards](#) · [Tutorial](#)
Quality: 25,243 global accepts · Rating: 1000 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[ETO_leader's solution](#)
- 82.**
2147B
[Multiple Construction](#) · [Tutorial](#)
Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ETO_leader's solution](#)

83.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[ETO_leader's solution](#)

84.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ETO_leader's solution](#)

85.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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86.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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87.

2039B

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Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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88.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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89.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

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90.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

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91.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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92.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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93.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
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94.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
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95.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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96.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,893 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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97.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,362 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[ETO leader's solution](#)

98.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ETO leader's solution](#)

99.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[ETO leader's solution](#)

100.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,050 global accepts · Rating: 1000 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ETO leader's solution](#)

101.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ETO leader's solution](#)

102.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings, two pointers
[ETO leader's solution](#)

103.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ETO_leader's solution](#)

104.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ETO_leader's solution](#)

105.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ETO_leader's solution](#)

106.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[ETO_leader's solution](#)

107.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ETO_leader's solution](#)

108.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[ETO_leader's solution](#)

109.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ETO_leader's solution](#)

110.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ETO_leader's solution](#)

111.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[ETO_leader's solution](#)

112.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[ETO_leader's solution](#)

113.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ETO_leader's solution](#)

114.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ETO_leader's solution](#)

115.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,321 global accepts · Rating: 1100 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ETO_leader's solution](#)

116.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,152 global accepts · Rating: 1100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ETO_leader's solution](#)

117.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[ETO_leader's solution](#)

118.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2026-01-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ETO_leader's solution](#)

119.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[ETO_leader's solution](#)

120.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: implementation

[ETO_leader's solution](#)

121.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ETO_leader's solution](#)

122.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy, math

[ETO_leader's solution](#)

123.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ETO_leader's solution](#)

124.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ETO_leader's solution](#)

125.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[ETO_leader's solution](#)

126.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[ETO_leader's solution](#)

127.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[ETO_leader's solution](#)

128.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[ETO_leader's solution](#)

129.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[ETO_leader's solution](#)

130.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ETO_leader's solution](#)

131.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ETO_leader's solution](#)

132.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[ETO_leader's solution](#)

133.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ETO_leader's solution](#)

134.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[ETO_leader's solution](#)

135.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[ETO_leader's solution](#)

136.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[ETO_leader's solution](#)

137.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[ETO_leader's solution](#)

138.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,394 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ETO_leader's solution](#)

139.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[ETO_leader's solution](#)

140.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[ETO_leader's solution](#)

141.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 1200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[ETO_leader's solution](#)

142.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[ETO_leader's solution](#)

143.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ETO_leader's solution](#)

144.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ETO_leader's solution](#)

145.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ETO_leader's solution](#)

146.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1300 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths

[ETO_leader's solution](#)

147.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[ETO_leader's solution](#)

148.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ETO_leader's solution](#)

149.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ETO_leader's solution](#)

150.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[ETO_leader's solution](#)

151.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ETO_leader's solution](#)

152.

1810C

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

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[ETO_leader's solution](#)

153.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ETO_leader's solution](#)

154.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[ETO_leader's solution](#)

155.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ETO_leader's solution](#)

156.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ETO_leader's solution](#)

157.

1879C

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

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[ETO_leader's solution](#)

158.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ETO_leader's solution](#)

159.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[ETO_leader's solution](#)

160.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ETO_leader's solution](#)

161.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ETO_leader's solution](#)

162.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[ETO_leader's solution](#)

163.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[ETO_leader's solution](#)

164.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ETO_leader's solution](#)

165.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[ETO_leader's solution](#)

166.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ETO_leader's solution](#)

167.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ETO_leader's solution](#)

168.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ETO_leader's solution](#)

169.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ETO_leader's solution](#)

170.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ETO_leader's solution](#)

171.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[ETO_leader's solution](#)

172.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ETO_leader's solution](#)

173.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[ETO leader's solution](#)

174.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[ETO leader's solution](#)

175.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[ETO leader's solution](#)

176.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[ETO leader's solution](#)

177.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[ETO leader's solution](#)

178.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ETO leader's solution](#)

179.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ETO leader's solution](#)

180.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[ETO leader's solution](#)

181.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[ETO leader's solution](#)

182.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ETO leader's solution](#)

183.

1847C

[Vampiric Powers, anyone? · Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[ETO leader's solution](#)

184.

1845C

[Strong Password · Tutorial](#)

Quality: 16,788 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[ETO leader's solution](#)

185.

1831C

[Copil Copac Draws Trees · Tutorial](#)

Rating: 1400 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ETO leader's solution](#)

186.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy
[ETO leader's solution](#)

187.

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory, sortings
[ETO leader's solution](#)

188.

2147C

[Rabbits · Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[ETO leader's solution](#)

189.

1804C

[Pull Your Luck · Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
[ETO leader's solution](#)

190.

1774B

[Coloring · Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[ETO leader's solution](#)

191.

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[ETO leader's solution](#)

192.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[ETO leader's solution](#)

193.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[ETO_leader's solution](#)

194.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[ETO_leader's solution](#)

195.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ETO_leader's solution](#)

196.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[ETO_leader's solution](#)

197.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ETO_leader's solution](#)

198.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ETO_leader's solution](#)

199.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: graphs, greedy, math

[ETO_leader's solution](#)

200.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, math

[ETO_leader's solution](#)

201.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ETO_leader's solution](#)

202.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[ETO_leader's solution](#)

203.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ETO leader's solution](#)

204.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[ETO leader's solution](#)

205.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ETO leader's solution](#)

206.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[ETO leader's solution](#)

207.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[ETO leader's solution](#)

208.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[ETO leader's solution](#)

209.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ETO leader's solution](#)

210.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ETO leader's solution](#)

211.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ETO leader's solution](#)

212.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ETO leader's solution](#)

213.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ETO_leader's solution](#)

214.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ETO_leader's solution](#)

215.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ETO_leader's solution](#)

216.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,325 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[ETO_leader's solution](#)

217.

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[ETO_leader's solution](#)

218.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[ETO_leader's solution](#)

219.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ETO_leader's solution](#)

220.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2026-01-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ETO_leader's solution](#)

221.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[ETO_leader's solution](#)

222.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ETO_leader's solution](#)

223.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[ETO_leader's solution](#)

224.

2161B

[Make Connected · Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ETO_leader's solution](#)

225.

2023B

[Skipping · Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ETO_leader's solution](#)

226.

2159A

[MAD Interactive Problem · Tutorial](#)

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[ETO_leader's solution](#)

227.

1835A

[k-th equality · Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[ETO_leader's solution](#)

228.

1770C

[Koxia and Number Theory · Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ETO_leader's solution](#)

229.

2152D

[Division Versus Addition · Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ETO_leader's solution](#)

230.

2150B

[Grid Counting · Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[ETO_leader's solution](#)

231.

2147D

[Game on Array · Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ETO_leader's solution](#)

232.

2135B

[For the Champion · Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

interactive, math

[ETO_leader's solution](#)

233.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ETO_leader's solution](#)

234.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[ETO_leader's solution](#)

235.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[ETO_leader's solution](#)

236.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ETO_leader's solution](#)

237.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[ETO_leader's solution](#)

238.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[ETO_leader's solution](#)

239.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ETO_leader's solution](#)

240.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[ETO_leader's solution](#)

241.

2027D1

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

Quality: 6,965 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[ETO_leader's solution](#)

242.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ETO_leader's solution](#)

243.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ETO_leader's solution](#)

244.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[ETO_leader's solution](#)

245.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ETO_leader's solution](#)

246.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ETO_leader's solution](#)

247.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[ETO_leader's solution](#)

248.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[ETO_leader's solution](#)

249.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ETO_leader's solution](#)

250.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ETO_leader's solution](#)

251.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[ETO_leader's solution](#)

252.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ETO_leader's solution](#)

253.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ETO_leader's solution](#)

254.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[ETO_leader's solution](#)

255.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ETO_leader's solution](#)

256.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ETO_leader's solution](#)

257.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ETO_leader's solution](#)

258.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[ETO_leader's solution](#)

259.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[ETO_leader's solution](#)

260.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[ETO_leader's solution](#)

261.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ETO_leader's solution](#)

262.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[ETO_leader's solution](#)

263.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[ETO_leader's solution](#)

264.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[ETO_leader's solution](#)

265.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ETO_leader's solution](#)

266.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-08-06 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ETO_leader's solution](#)

267.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[ETO_leader's solution](#)

268.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ETO_leader's solution](#)

269.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ETO_leader's solution](#)

270.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[ETO_leader's solution](#)

271.

1859D

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

Quality: 7,995 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[ETO_leader's solution](#)

272.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,168 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ETO_leader's solution](#)

273.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ETO_leader's solution](#)

274.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[ETO_leader's solution](#)

275.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[ETO_leader's solution](#)

276.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[ETO_leader's solution](#)

277.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ETO_leader's solution](#)

278.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[ETO_leader's solution](#)

279.

1799D1

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

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ETO_leader's solution](#)

280.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ETO_leader's solution](#)

281.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[ETO_leader's solution](#)

282.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ETO_leader's solution](#)

283.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[ETO_leader's solution](#)

284.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[ETO_leader's solution](#)

285.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ETO_leader's solution](#)

286.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[ETO_leader's solution](#)

287.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ETO_leader's solution](#)

288.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[ETO_leader's solution](#)

289.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ETO_leader's solution](#)

290.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[ETO_leader's solution](#)

291.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[ETO leader's solution](#)

292.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ETO leader's solution](#)

293.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[ETO leader's solution](#)

294.

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[ETO leader's solution](#)

295.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ETO leader's solution](#)

296.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,757 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[ETO leader's solution](#)

297.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[ETO leader's solution](#)

298.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[ETO leader's solution](#)

299.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[ETO leader's solution](#)

300.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[ETO leader's solution](#)

301.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[ETO_leader's solution](#)

302.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[ETO_leader's solution](#)

303.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[ETO_leader's solution](#)

304.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ETO_leader's solution](#)

305.

2215B

[RReepppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[ETO_leader's solution](#)

306.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[ETO_leader's solution](#)

307.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2026-01-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[ETO_leader's solution](#)

308.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive

[ETO_leader's solution](#)

309.

1984D

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

Quality: 3,880 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ETO_leader's solution](#)

310.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ETO_leader's solution](#)

311.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[ETO_leader's solution](#)

312.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[ETO_leader's solution](#)

313.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ETO_leader's solution](#)

314.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[ETO_leader's solution](#)

315.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ETO_leader's solution](#)

316.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[ETO_leader's solution](#)

317.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ETO_leader's solution](#)

318.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ETO_leader's solution](#)

319.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ETO_leader's solution](#)

320.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[ETO_leader's solution](#)

321.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[ETO_leader's solution](#)

322.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[ETO_leader's solution](#)

323.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ETO_leader's solution](#)

324.

1831D

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

Rating: 2000 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[ETO_leader's solution](#)

325.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[ETO_leader's solution](#)

326.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ETO_leader's solution](#)

327.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ETO_leader's solution](#)

328.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[ETO_leader's solution](#)

329.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[ETO_leader's solution](#)

330.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ETO leader's solution](#)

331.

2159B

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Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[ETO leader's solution](#)

332.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

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333.

2150C

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Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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334.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[ETO leader's solution](#)

335.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

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336.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ETO leader's solution](#)

337.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ETO leader's solution](#)

338.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ETO leader's solution](#)

339.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ETO leader's solution](#)

340.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ETO_leader's solution](#)

341.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[ETO_leader's solution](#)

342.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[ETO_leader's solution](#)

343.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[ETO_leader's solution](#)

344.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[ETO_leader's solution](#)

345.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[ETO_leader's solution](#)

346.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[ETO_leader's solution](#)

347.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[ETO_leader's solution](#)

348.

2208D2

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

Quality: 1,833 global accepts · Rating: 2200 · first AC: 2026-03-15 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ETO_leader's solution](#)

349.

1785C

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

Rating: 2200 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[ETO_leader's solution](#)

350.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[ETO_leader's solution](#)

351.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2200 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
[ETO_leader's solution](#)

352.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[ETO_leader's solution](#)

353.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[ETO_leader's solution](#)

354.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
[ETO_leader's solution](#)

355.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[ETO_leader's solution](#)

356.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[ETO_leader's solution](#)

357.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[ETO_leader's solution](#)

358.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[ETO_leader's solution](#)

359.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
[ETO_leader's solution](#)

360.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[ETO_leader's solution](#)

361.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ETO_leader's solution](#)

362.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ETO_leader's solution](#)

363.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ETO_leader's solution](#)

364.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[ETO_leader's solution](#)

365.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[ETO_leader's solution](#)

366.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ETO_leader's solution](#)

367.

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ETO_leader's solution](#)

368.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[ETO_leader's solution](#)

369.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, fft, math, number theory

[ETO_leader's solution](#)

370.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[ETO_leader's solution](#)

371.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[ETO_leader's solution](#)

372.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ETO_leader's solution](#)

373.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[ETO_leader's solution](#)

374.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[ETO_leader's solution](#)

375.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ETO_leader's solution](#)

376.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[ETO_leader's solution](#)

377.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[ETO_leader's solution](#)

378.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[ETO_leader's solution](#)

379.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

constructive algorithms, dp, interactive

[ETO_leader's solution](#)

380.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[ETO_leader's solution](#)

381.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ETO_leader's solution](#)

382.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ETO_leader's solution](#)

383.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[ETO_leader's solution](#)

384.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ETO_leader's solution](#)

385.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[ETO_leader's solution](#)

386.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ETO_leader's solution](#)

387.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ETO_leader's solution](#)

388.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ETO_leader's solution](#)

389.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ETO leader's solution](#)

390.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[ETO leader's solution](#)

391.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ETO leader's solution](#)

392.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[ETO leader's solution](#)

393.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ETO leader's solution](#)

394.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ETO leader's solution](#)

395.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: games

[ETO leader's solution](#)

396.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ETO leader's solution](#)

397.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[ETO leader's solution](#)

398.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,519 global accepts · Rating: 2300 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[ETO leader's solution](#)

399.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[ETO leader's solution](#)

400.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[ETO leader's solution](#)

401.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ETO leader's solution](#)

402.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ETO leader's solution](#)

403.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ETO leader's solution](#)

404.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ETO leader's solution](#)

405.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[ETO leader's solution](#)

406.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[ETO leader's solution](#)

407.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[ETO leader's solution](#)

408.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ETO leader's solution](#)

409.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ETO leader's solution](#)

410.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ETO leader's solution](#)

411.

2171H

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

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[ETO leader's solution](#)

412.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[ETO leader's solution](#)

413.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[ETO leader's solution](#)

414.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ETO leader's solution](#)

415.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ETO leader's solution](#)

416.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[ETO leader's solution](#)

417.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ETO leader's solution](#)

418.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ETO_leader's solution](#)

419.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[ETO_leader's solution](#)

420.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[ETO_leader's solution](#)

421.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[ETO_leader's solution](#)

422.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ETO_leader's solution](#)

423.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[ETO_leader's solution](#)

424.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[ETO_leader's solution](#)

425.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[ETO_leader's solution](#)

426.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ETO_leader's solution](#)

427.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[ETO_leader's solution](#)

428.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ETO_leader's solution](#)

429.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[ETO_leader's solution](#)

430.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[ETO_leader's solution](#)

431.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[ETO_leader's solution](#)

432.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[ETO_leader's solution](#)

433.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[ETO_leader's solution](#)

434.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[ETO_leader's solution](#)

435.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[ETO_leader's solution](#)

436.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ETO_leader's solution](#)

437.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[ETO_leader's solution](#)

438.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[ETO_leader's solution](#)

439.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ETO_leader's solution](#)

440.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[ETO_leader's solution](#)

441.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ETO_leader's solution](#)

442.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[ETO_leader's solution](#)

443.

1831E

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

Rating: 2400 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[ETO_leader's solution](#)

444.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ETO_leader's solution](#)

445.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ETO_leader's solution](#)

446.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[ETO_leader's solution](#)

447.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[ETO_leader's solution](#)

448.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[ETO_leader's solution](#)

449.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[ETO_leader's solution](#)

450.

2163D2

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

Quality: 1,499 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[ETO_leader's solution](#)

451.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[ETO_leader's solution](#)

452.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ETO_leader's solution](#)

453.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[ETO_leader's solution](#)

454.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ETO_leader's solution](#)

455.

2135D2

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

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ETO_leader's solution](#)

456.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[ETO_leader's solution](#)

457.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[ETO_leader's solution](#)

458.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ETO_leader's solution](#)

459.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[ETO_leader's solution](#)

460.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ETO_leader's solution](#)

461.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-02-25 · last AC: 2025-01-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[ETO_leader's solution](#)

462.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[ETO_leader's solution](#)

463.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ETO_leader's solution](#)

464.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[ETO_leader's solution](#)

465.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[ETO_leader's solution](#)

466.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[ETO_leader's solution](#)

467.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[ETO_leader's solution](#)

468.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ETO_leader's solution](#)

469.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[ETO_leader's solution](#)

470.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ETO_leader's solution](#)

471.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ETO_leader's solution](#)

472.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[ETO_leader's solution](#)

473.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ETO_leader's solution](#)

474.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[ETO_leader's solution](#)

475.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[ETO_leader's solution](#)

476.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[ETO_leader's solution](#)

477.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[ETO_leader's solution](#)

478.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[ETO leader's solution](#)

479.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[ETO leader's solution](#)

480.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[ETO leader's solution](#)

481.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[ETO leader's solution](#)

482.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[ETO leader's solution](#)

483.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ETO leader's solution](#)

484.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[ETO leader's solution](#)

485.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ETO leader's solution](#)

486.

1805F1

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

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[ETO leader's solution](#)

487.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[ETO_leader's solution](#)

488.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[ETO_leader's solution](#)

489.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[ETO_leader's solution](#)

490.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[ETO_leader's solution](#)

491.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[ETO_leader's solution](#)

492.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ETO_leader's solution](#)

493.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[ETO_leader's solution](#)

494.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-05-02 · last AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ETO_leader's solution](#)

495.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[ETO_leader's solution](#)

496.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ETO_leader's solution](#)

497.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[ETO leader's solution](#)

498.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[ETO leader's solution](#)

499.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[ETO leader's solution](#)

500.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[ETO leader's solution](#)

501.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[ETO leader's solution](#)

502.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ETO leader's solution](#)

503.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-01-01 · last AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[ETO leader's solution](#)

504.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ETO leader's solution](#)

505.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[ETO leader's solution](#)

506.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory

[ETO_leader's solution](#)

507.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[ETO_leader's solution](#)

508.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[ETO_leader's solution](#)

509.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[ETO_leader's solution](#)

510.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[ETO_leader's solution](#)

511.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ETO_leader's solution](#)

512.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[ETO_leader's solution](#)

513.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[ETO_leader's solution](#)

514.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[ETO_leader's solution](#)

515.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[ETO_leader's solution](#)

516.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ETO leader's solution](#)

517.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ETO leader's solution](#)

518.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[ETO leader's solution](#)

519.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[ETO leader's solution](#)

520.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ETO leader's solution](#)

521.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[ETO leader's solution](#)

522.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ETO leader's solution](#)

523.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[ETO leader's solution](#)

524.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[ETO leader's solution](#)

525.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ETO leader's solution](#)

526.

814E

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

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ETO leader's solution](#)

527.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[ETO leader's solution](#)

528.

896C

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

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[ETO leader's solution](#)

529.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ETO leader's solution](#)

530.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[ETO leader's solution](#)

531.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ETO leader's solution](#)

532.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[ETO leader's solution](#)

533.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[ETO leader's solution](#)

534.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[ETO leader's solution](#)

535.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ETO leader's solution](#)

536.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[ETO leader's solution](#)

537.

1774F2

[Magician and Pigs \(Hard Version\) · Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[ETO leader's solution](#)

538.

1781F

[Bracket Insertion · Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[ETO leader's solution](#)

539.

1408G

[Clusterization Counting · Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ETO leader's solution](#)

540.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[ETO leader's solution](#)

541.

1034C

[Region Separation · Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, trees

[ETO leader's solution](#)

542.

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ETO leader's solution](#)

543.

1207G

[Indie Album · Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ETO leader's solution](#)

544.

1422F

[Boring Queries · Tutorial](#)

Quality: 1,271 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[ETO leader's solution](#)

545.

1510I

[Is It Rated? · Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math, probabilities

[ETO leader's solution](#)

546.

1491F

[Magnets · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive

algorithms, interactive

[ETO_leader's solution](#)

547.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, sortings

[ETO_leader's solution](#)

548.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ETO_leader's solution](#)

549.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, math

[ETO_leader's solution](#)

550.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[ETO_leader's solution](#)

551.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[ETO_leader's solution](#)

552.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[ETO_leader's solution](#)

553.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ETO_leader's solution](#)

554.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[ETO_leader's solution](#)

555.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[ETO_leader's solution](#)

556.

1957F2

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

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[ETO_leader's solution](#)

557.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ETO_leader's solution](#)

558.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[ETO_leader's solution](#)

559.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[ETO_leader's solution](#)

560.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[ETO_leader's solution](#)

561.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[ETO_leader's solution](#)

562.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ETO_leader's solution](#)

563.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[ETO_leader's solution](#)

564.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[ETO_leader's solution](#)

565.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-07-16 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[ETO_leader's solution](#)

566.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[ETO_leader's solution](#)

567.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ETO_leader's solution](#)

568.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[ETO_leader's solution](#)

569.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[ETO_leader's solution](#)

570.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[ETO_leader's solution](#)

571.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ETO_leader's solution](#)

572.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings, trees

[ETO_leader's solution](#)

573.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ETO_leader's solution](#)

574.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ETO_leader's solution](#)

575.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ETO_leader's solution](#)

576.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[ETO_leader's solution](#)

577.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ETO_leader's solution](#)

578.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[ETO_leader's solution](#)

579.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[ETO_leader's solution](#)

580.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ETO_leader's solution](#)

581.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-10-02 · last AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[ETO_leader's solution](#)

582.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[ETO_leader's solution](#)

583.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ETO_leader's solution](#)

584.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[ETO_leader's solution](#)

585.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

interactive

[ETO_leader's solution](#)

586.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[ETO_leader's solution](#)

587.

1773G

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

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[ETO_leader's solution](#)

588.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ETO_leader's solution](#)

589.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[ETO_leader's solution](#)

590.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[ETO_leader's solution](#)

591.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ETO_leader's solution](#)

592.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[ETO_leader's solution](#)

593.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ETO_leader's solution](#)

594.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[ETO_leader's solution](#)

595.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2026-04-22 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy,

math, number theory, strings

[ETO_leader's solution](#)

596.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ETO_leader's solution](#)

597.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[ETO_leader's solution](#)

598.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[ETO_leader's solution](#)

599.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[ETO_leader's solution](#)

600.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[ETO_leader's solution](#)

601.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[ETO_leader's solution](#)

602.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ETO_leader's solution](#)

603.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ETO_leader's solution](#)

604.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[ETO_leader's solution](#)

605.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[ETO_leader's solution](#)

606.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ETO_leader's solution](#)

607.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[ETO_leader's solution](#)

608.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[ETO_leader's solution](#)

609.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ETO_leader's solution](#)

610.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[ETO_leader's solution](#)

611.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ETO_leader's solution](#)

612.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[ETO_leader's solution](#)

613.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[ETO_leader's solution](#)

614.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy

[ETO_leader's solution](#)

615.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, math

[ETO_leader's solution](#)

616.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[ETO leader's solution](#)

617.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[ETO leader's solution](#)

618.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[ETO leader's solution](#)

619.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs
[ETO leader's solution](#)

620.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings
[ETO leader's solution](#)

621.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees
[ETO leader's solution](#)

622.

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[ETO leader's solution](#)

623.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[ETO leader's solution](#)

624.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-08-23 · PyPy 3-64 (first AC) · Tags: binary search, interactive, trees
[ETO leader's solution](#)

625.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ETO leader's solution](#)

626.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ETO_leader's solution](#)

627.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, matrices

[ETO_leader's solution](#)

628.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[ETO_leader's solution](#)

629.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive

[ETO_leader's solution](#)

630.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar

[ETO_leader's solution](#)

631.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ETO_leader's solution](#)

632.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ETO_leader's solution](#)

633.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[ETO_leader's solution](#)

634.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[ETO_leader's solution](#)

635.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[ETO_leader's solution](#)

636.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[ETO_leader's solution](#)

637.

1920F2

[Smooth Sailing \(Hard Version\) · Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[ETO leader's solution](#)

638.

1956F

[Nene and the Passing Game · Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[ETO leader's solution](#)

639.

1076G

[Array Game · Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[ETO leader's solution](#)

640.

464E

[The Classic Problem · Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-12-01 · last AC: 2024-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[ETO leader's solution](#)

641.

274E

[Mirror Room · Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[ETO leader's solution](#)

642.

571D

[Campus · Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, trees

[ETO leader's solution](#)

643.

1785E

[Infinite Game · Tutorial](#)

Rating: 3100 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, games

[ETO leader's solution](#)

644.

1965E

[Connected Cubes · Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[ETO leader's solution](#)

645.

715D

[Create a Maze · Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ETO leader's solution](#)

646.

1805F2

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

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings, two pointers

[ETO leader's solution](#)

647.

2138E1

[Determinant Construction \(Easy Version\) · Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[ETO_leader's solution](#)

648.

1967E1

[Again Counting Arrays \(Easy Version\) · Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[ETO_leader's solution](#)

649.

2127H

[23 Rises Again · Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[ETO_leader's solution](#)

650.

2081G1

[Hard Formula · Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ETO_leader's solution](#)

651.

1481F

[AB Tree · Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[ETO_leader's solution](#)

652.

1439D

[INOI Final Contests · Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft

[ETO_leader's solution](#)

653.

2046D

[For the Emperor! · Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[ETO_leader's solution](#)

654.

1887E

[Good Colorings · Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[ETO_leader's solution](#)

655.

1930G

[Prefix Max Set Counting · Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[ETO_leader's solution](#)

656.

1951G

[Clacking Balls · Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ETO_leader's solution](#)

657.

1307G

[Cow and Exercise · Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[ETO_leader's solution](#)

658.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[ETO_leader's solution](#)

659.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[ETO_leader's solution](#)

660.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[ETO_leader's solution](#)

661.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[ETO_leader's solution](#)

662.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[ETO_leader's solution](#)

663.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[ETO_leader's solution](#)

664.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[ETO_leader's solution](#)

665.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ETO_leader's solution](#)

666.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive

[ETO_leader's solution](#)

667.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[ETO_leader's solution](#)

668.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ETO_leader's solution](#)

669.

924F

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

Quality: 332 global accepts · Rating: 3200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ETO_leader's solution](#)

670.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[ETO_leader's solution](#)

671.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[ETO_leader's solution](#)

672.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ETO_leader's solution](#)

673.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ETO_leader's solution](#)

674.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, graphs, trees

[ETO_leader's solution](#)

675.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[ETO_leader's solution](#)

676.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, probabilities, trees

[ETO_leader's solution](#)

677.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[ETO_leader's solution](#)

678.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[ETO leader's solution](#)

679.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ETO leader's solution](#)

680.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[ETO leader's solution](#)

681.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[ETO leader's solution](#)

682.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[ETO leader's solution](#)

683.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[ETO leader's solution](#)

684.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[ETO leader's solution](#)

685.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[ETO leader's solution](#)

686.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[ETO leader's solution](#)

687.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[ETO leader's solution](#)

688.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[ETO_leader's solution](#)

689.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows

[ETO_leader's solution](#)

690.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[ETO_leader's solution](#)

691.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[ETO_leader's solution](#)

692.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[ETO_leader's solution](#)

693.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[ETO_leader's solution](#)

694.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[ETO_leader's solution](#)

695.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[ETO_leader's solution](#)

696.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ETO_leader's solution](#)

697.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, hashing

[ETO_leader's solution](#)

698.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp,

number theory

[ETO_leader's solution](#)

699.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs

[ETO_leader's solution](#)

700.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[ETO_leader's solution](#)

701.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[ETO_leader's solution](#)

702.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[ETO_leader's solution](#)

703.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[ETO_leader's solution](#)

704.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ETO_leader's solution](#)

705.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[ETO_leader's solution](#)

706.

1827F

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[ETO_leader's solution](#)

707.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[ETO_leader's solution](#)

708.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[ETO_leader's solution](#)

709.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ETO_leader's solution](#)

710.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2025-10-10 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[ETO_leader's solution](#)

711.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ETO_leader's solution](#)

712.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[ETO_leader's solution](#)

713.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ETO_leader's solution](#)

714.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[ETO_leader's solution](#)

715.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ETO_leader's solution](#)

716.

1842I

[Tenzing and Necklace](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy

[ETO_leader's solution](#)

717.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[ETO_leader's solution](#)

718.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: games

[ETO_leader's solution](#)

719.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[ETO_leader's solution](#)

720.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[ETO_leader's solution](#)

721.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[ETO_leader's solution](#)

722.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ETO_leader's solution](#)

723.

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[ETO_leader's solution](#)

724.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ETO_leader's solution](#)

725.

2222B

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

Quality: 7,256 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ETO_leader's solution](#)

726.

2222A

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

Quality: 9,962 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[ETO_leader's solution](#)

727.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[ETO_leader's solution](#)

728.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ETO_leader's solution](#)

729.

2219B2

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

Quality: 3,201 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ETO_leader's solution](#)

730.

2219B1

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

Quality: 3,594 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[ETO_leader's solution](#)

731.

2219A

[Grid L · Tutorial](#)

Quality: 8,972 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ETO_leader's solution](#)

732.

2214H

[Double Vision · Tutorial](#)

Quality: 1,601 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[ETO_leader's solution](#)

733.

2214B

[Are You Smiling? · Tutorial](#)

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[ETO_leader's solution](#)

734.

2214A

[Odd One Out · Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[ETO_leader's solution](#)

735.

2168C

[Intercepting Butterflies · Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[ETO_leader's solution](#)

736.

2168B

[Locate · Tutorial](#)

Quality: 1,550 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[ETO_leader's solution](#)

737.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,025 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[ETO_leader's solution](#)

738.

2168A2

[Encode and Decode \(Hard Version\) · Tutorial](#)

Quality: 3,304 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[ETO_leader's solution](#)

739.

105631M

[Make SYSU Great Again 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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740.

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Quality: 1,332 global accepts · Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

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Quality: 933 global accepts · Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

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Quality: 2,155 global accepts · Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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743.

1662F

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Quality: 1,245 global accepts · Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

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744.

1662O

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Quality: 1,592 global accepts · Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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745.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, sortings

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746.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, matrices

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747.

1662H

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Quality: 3,368 global accepts · Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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748.

1662M

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Quality: 3,877 global accepts · Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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749.

1662A

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Quality: 4,841 global accepts · Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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750.

undefined137

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Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: *special

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751.

undefined485

[Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: *special

[ETO_leader's solution](#)

752.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: *special

[ETO_leader's solution](#)

753.

100286C

[Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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754.

102471H

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Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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755.

103828I

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Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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756.

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757.

103098E

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Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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758.

100222C

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Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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759.

102503H

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Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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760.

100341D

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Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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761.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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