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Unique solved — Egg eating master

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

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

Filters: none

Count: 486

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[Egg_eating_master's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Egg_eating_master's solution](#)

3.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Egg_eating_master's solution](#)

4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Egg_eating_master's solution](#)

5.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Egg_eating_master's solution](#)

6.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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7.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Egg_eating_master's solution](#)

8.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Egg_eating_master's solution](#)

9.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,451 global accepts · Rating: 800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Egg_eating_master's solution](#)

10.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,904 global accepts · Rating: 800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Egg_eating_master's solution](#)

11.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Egg_eating_master's solution](#)

12.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Egg_eating_master's solution](#)

13.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Egg_eating_master's solution](#)

14.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Egg_eating_master's solution](#)

15.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Egg_eating_master's solution](#)

16.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Egg_eating_master's solution](#)

17.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Egg_eating_master's solution](#)

18.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Egg_eating_master's solution](#)

19.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Egg_eating_master's solution](#)

20.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Egg_eating_master's solution](#)

21.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Egg_eating_master's solution](#)

22.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Egg_eating_master's solution](#)

23.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Egg_eating_master's solution](#)

24.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Egg_eating_master's solution](#)

25.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Egg_eating_master's solution](#)

26.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Egg_eating_master's solution](#)

27.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Egg_eating_master's solution](#)

28.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Egg_eating_master's solution](#)

29.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Egg_eating_master's solution](#)

30.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Egg_eating_master's solution](#)

31.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Egg_eating_master's solution](#)

32.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Egg_eating_master's solution](#)

33.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Egg_eating_master's solution](#)

34.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Egg_eating_master's solution](#)

35.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Egg_eating_master's solution](#)

36.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Egg_eating_master's solution](#)

37.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: math, number theory

[Egg_eating_master's solution](#)

38.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Egg_eating_master's solution](#)

39.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-24 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, math

[Egg_eating_master's solution](#)

40.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-23 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy

[Egg_eating_master's solution](#)

41.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[Egg_eating_master's solution](#)

42.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[Egg_eating_master's solution](#)

43.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[Egg_eating_master's solution](#)

44.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Egg_eating_master's solution](#)

45.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,867 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Egg_eating_master's solution](#)

46.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[Egg_eating_master's solution](#)

47.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Egg_eating_master's solution](#)

48.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Egg_eating_master's solution](#)

49.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Egg_eating_master's solution](#)

50.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Egg_eating_master's solution](#)

51.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Egg_eating_master's solution](#)

52.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

math

[Egg_eating_master's solution](#)

53.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Egg_eating_master's solution](#)

54.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Egg_eating_master's solution](#)

55.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Egg_eating_master's solution](#)

56.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Egg_eating_master's solution](#)

57.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Egg_eating_master's solution](#)

58.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1000 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Egg_eating_master's solution](#)

59.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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60.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Egg_eating_master's solution](#)

61.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Egg_eating_master's solution](#)

62.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Egg_eating_master's solution](#)

63.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Egg_eating_master's solution](#)

64.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Egg_eating_master's solution](#)

65.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Egg_eating_master's solution](#)

66.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Egg_eating_master's solution](#)

67.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Egg_eating_master's solution](#)

68.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Egg_eating_master's solution](#)

69.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers
[Egg_eating_master's solution](#)

70.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Egg_eating_master's solution](#)

71.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: greedy
[Egg_eating_master's solution](#)

72.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[Egg_eating_master's solution](#)

73.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[Egg_eating_master's solution](#)

74.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Egg_eating_master's solution](#)

75.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Egg_eating_master's solution](#)

76.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Egg_eating_master's solution](#)

77.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Egg_eating_master's solution](#)

78.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[Egg_eating_master's solution](#)

79.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Egg_eating_master's solution](#)

80.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[Egg_eating_master's solution](#)

81.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[Egg_eating_master's solution](#)

82.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Egg_eating_master's solution](#)

83.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Egg_eating_master's solution](#)

84.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Egg_eating_master's solution](#)

85.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Egg_eating_master's solution](#)

86.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Egg_eating_master's solution](#)

87.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Egg_eating_master's solution](#)

88.

1820C

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

Rating: 1300 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Egg_eating_master's solution](#)

89.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Egg_eating_master's solution](#)

90.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Egg_eating_master's solution](#)

91.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Egg_eating_master's solution](#)

92.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Egg_eating_master's solution](#)

93.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Egg_eating_master's solution](#)

94.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[Egg_eating_master's solution](#)

95.

1967B1

[Reverse Card \(Easy Version\) · Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Egg_eating_master's solution](#)

96.

1893A

[Anonymous Informant · Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Egg_eating_master's solution](#)

97.

1854A1

[Dual \(Easy Version\) · Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Egg_eating_master's solution](#)

98.

1844D

[Row Major · Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Egg_eating_master's solution](#)

99.

1845C

[Strong Password · Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[Egg_eating_master's solution](#)

100.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Egg_eating_master's solution](#)

101.

1719C

[Fighting Tournament · Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Egg_eating_master's solution](#)

102.

1263C

[Everyone is a Winner! · Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Egg_eating_master's solution](#)

103.

359B

[Permutation · Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Egg_eating_master's solution](#)

104.

538B

[Quasi Binary · Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Egg_eating_master's solution](#)

105.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Egg_eating_master's solution](#)

106.

2183C

[War Strategy · Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Egg_eating_master's solution](#)

107.

643A

[Bear and Colors · Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Egg_eating_master's solution](#)

108.

1858B

[The Walkway · Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Egg_eating_master's solution](#)

109.

1809C

[Sum on Subarrays · Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Egg_eating_master's solution](#)

110.

743C

[Vladik and fractions · Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Egg_eating_master's solution](#)

111.

39J

[Spelling Check · Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[Egg_eating_master's solution](#)

112.

1516B

[AGAGA XOOORRR · Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-24 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Egg_eating_master's solution](#)

113.

2157D

[Billion Players Game · Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Egg_eating_master's solution](#)

114.

2018A

[Cards Partition · Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Egg_eating_master's solution](#)

115.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[Egg_eating_master's solution](#)

116.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Egg_eating_master's solution](#)

117.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[Egg_eating_master's solution](#)

118.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Egg_eating_master's solution](#)

119.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Egg_eating_master's solution](#)

120.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Egg_eating_master's solution](#)

121.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Egg_eating_master's solution](#)

122.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Egg_eating_master's solution](#)

123.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[Egg_eating_master's solution](#)

124.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Egg_eating_master's solution](#)

125.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Egg_eating_master's solution](#)

126.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Egg_eating_master's solution](#)

127.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Egg_eating_master's solution](#)

128.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Egg_eating_master's solution](#)

129.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Egg_eating_master's solution](#)

130.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Egg_eating_master's solution](#)

131.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Egg_eating_master's solution](#)

132.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-02-01 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Egg_eating_master's solution](#)

133.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Egg_eating_master's solution](#)

134.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Egg_eating_master's solution](#)

135.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Egg_eating_master's solution](#)

136.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[Egg_eating_master's solution](#)

137.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-05-08 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Egg_eating_master's solution](#)

138.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[Egg_eating_master's solution](#)

139.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Egg_eating_master's solution](#)

140.

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2021-09-19 · last AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Egg_eating_master's solution](#)

141.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-17 · last AC: 2021-07-17 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[Egg_eating_master's solution](#)

142.

2138C1

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

Quality: 5,426 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

[Egg_eating_master's solution](#)

143.

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

[Egg_eating_master's solution](#)

144.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Egg_eating_master's solution](#)

145.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Egg_eating_master's solution](#)

146.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Egg_eating_master's solution](#)

147.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Egg_eating_master's solution](#)

148.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Egg_eating_master's solution](#)

149.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Egg_eating_master's solution](#)

150.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Egg_eating_master's solution](#)

151.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Egg_eating_master's solution](#)

152.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Egg_eating_master's solution](#)

153.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Egg_eating_master's solution](#)

154.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Egg_eating_master's solution](#)

155.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Egg_eating_master's solution](#)

156.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Egg_eating_master's solution](#)

157.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Egg_eating_master's solution](#)

158.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Egg_eating_master's solution](#)

159.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Egg_eating_master's solution](#)

160.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[Egg_eating_master's solution](#)

161.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Egg_eating_master's solution](#)

162.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Egg_eating_master's solution](#)

163.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Egg_eating_master's solution](#)

164.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Egg_eating_master's solution](#)

165.

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Egg_eating_master's solution](#)

166.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2021-09-26 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Egg_eating_master's solution](#)

167.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Egg_eating_master's solution](#)

168.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Egg_eating_master's solution](#)

169.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Egg_eating_master's solution](#)

170.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Egg_eating_master's solution](#)

171.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Egg_eating_master's solution](#)

172.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2022-06-19 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[Egg_eating_master's solution](#)

173.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Egg_eating_master's solution](#)

174.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Egg_eating_master's solution](#)

175.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Egg_eating_master's solution](#)

176.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Egg_eating_master's solution](#)

177.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Egg_eating_master's solution](#)

178.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Egg_eating_master's solution](#)

179.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Egg_eating_master's solution](#)

180.

2138C2

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

Quality: 3,370 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

[Egg_eating_master's solution](#)

181.

2135C

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

Quality: 3,886 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

[Egg_eating_master's solution](#)

182.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Egg_eating_master's solution](#)

183.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Egg_eating_master's solution](#)

184.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Egg_eating_master's solution](#)

185.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Egg_eating_master's solution](#)

186.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Egg_eating_master's solution](#)

187.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Egg_eating_master's solution](#)

188.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Egg_eating_master's solution](#)

189.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Egg_eating_master's solution](#)

190.

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Egg_eating_master's solution](#)

191.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Egg_eating_master's solution](#)

192.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2023-07-22 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Egg_eating_master's solution](#)

193.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Egg_eating_master's solution](#)

194.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Egg_eating_master's solution](#)

195.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Egg_eating_master's solution](#)

196.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Egg_eating_master's solution](#)

197.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Egg_eating_master's solution](#)

198.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Egg_eating_master's solution](#)

199.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Egg_eating_master's solution](#)

200.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Egg_eating_master's solution](#)

201.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[Egg_eating_master's solution](#)

202.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Egg_eating_master's solution](#)

203.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[Egg_eating_master's solution](#)

204.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Egg_eating_master's solution](#)

205.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Egg_eating_master's solution](#)

206.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Egg_eating_master's solution](#)

207.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-08-10 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[Egg_eating_master's solution](#)

208.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Egg_eating_master's solution](#)

209.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Egg_eating_master's solution](#)

210.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Egg_eating_master's solution](#)

211.

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

[Egg_eating_master's solution](#)

212.

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

[Egg_eating_master's solution](#)

213.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Egg_eating_master's solution](#)

214.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Egg_eating_master's solution](#)

215.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Egg_eating_master's solution](#)

216.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[Egg_eating_master's solution](#)

217.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Egg_eating_master's solution](#)

218.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Egg_eating_master's solution](#)

219.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-10-17 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Egg_eating_master's solution](#)

220.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Egg_eating_master's solution](#)

221.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-07-05 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Egg_eating_master's solution](#)

222.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-07-05 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Egg_eating_master's solution](#)

223.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2023-07-05 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Egg_eating_master's solution](#)

224.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Egg_eating_master's solution](#)

225.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[Egg_eating_master's solution](#)

226.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Egg_eating_master's solution](#)

227.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Egg_eating_master's solution](#)

228.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Egg_eating_master's solution](#)

229.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Egg_eating_master's solution](#)

230.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Egg_eating_master's solution](#)

231.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Egg_eating_master's solution](#)

232.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Egg_eating_master's solution](#)

233.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[Egg_eating_master's solution](#)

234.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[Egg_eating_master's solution](#)

235.

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[Egg_eating_master's solution](#)

236.

1005F

[Berland and the Shortest Paths · Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Egg_eating_master's solution](#)

237.

1598E

[Staircases · Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Egg_eating_master's solution](#)

238.

675C

[Money Transfers · Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Egg_eating_master's solution](#)

239.

35E

[Parade · Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Egg_eating_master's solution](#)

240.

1810E

[Monsters · Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Egg_eating_master's solution](#)

241.

1183F

[Topforces Strikes Back · Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Egg_eating_master's solution](#)

242.

1839D

[Ball Sorting · Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[Egg_eating_master's solution](#)

243.

1108E2

[Array and Segments \(Hard version\) · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Egg_eating_master's solution](#)

244.

208E

[Blood Cousins · Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs

and similar, trees

[Egg_eating_master's solution](#)

245.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Egg_eating_master's solution](#)

246.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Egg_eating_master's solution](#)

247.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-05-22 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[Egg_eating_master's solution](#)

248.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Egg_eating_master's solution](#)

249.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[Egg_eating_master's solution](#)

250.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Egg_eating_master's solution](#)

251.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Egg_eating_master's solution](#)

252.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Egg_eating_master's solution](#)

253.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2021-10-17 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Egg_eating_master's solution](#)

254.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Egg_eating_master's solution](#)

255.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[Egg_eating_master's solution](#)

256.

2178F

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

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

257.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[Egg_eating_master's solution](#)

258.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[Egg_eating_master's solution](#)

259.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Egg_eating_master's solution](#)

260.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities
[Egg_eating_master's solution](#)

261.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[Egg_eating_master's solution](#)

262.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs
[Egg_eating_master's solution](#)

263.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-02-01 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[Egg_eating_master's solution](#)

264.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-01-29 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation
[Egg_eating_master's solution](#)

265.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Egg_eating_master's solution](#)

266.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[Egg_eating_master's solution](#)

267.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2023-07-16 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Egg_eating_master's solution](#)

268.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Egg_eating_master's solution](#)

269.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Egg_eating_master's solution](#)

270.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Egg_eating_master's solution](#)

271.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Egg_eating_master's solution](#)

272.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Egg_eating_master's solution](#)

273.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Egg_eating_master's solution](#)

274.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest

paths

[Egg_eating_master's_solution](#)

275.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Egg_eating_master's_solution](#)

276.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Egg_eating_master's_solution](#)

277.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Egg_eating_master's_solution](#)

278.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[Egg_eating_master's_solution](#)

279.

1045C

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

Quality: 827 global accepts · Rating: 2300 · first AC: 2021-07-23 · last AC: 2024-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Egg_eating_master's_solution](#)

280.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Egg_eating_master's_solution](#)

281.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Egg_eating_master's_solution](#)

282.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Egg_eating_master's_solution](#)

283.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Egg_eating_master's_solution](#)

284.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Egg_eating_master's solution](#)

285.

515E

[Brazil and Park](#) · Tutorial

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Egg_eating_master's solution](#)

286.

675E

[Trains and Statistic](#) · Tutorial

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Egg_eating_master's solution](#)

287.

808G

[Anthem of Berland](#) · Tutorial

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Egg_eating_master's solution](#)

288.

598C

[Nearest vectors](#) · Tutorial

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[Egg_eating_master's solution](#)

289.

123D

[String](#) · Tutorial

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Egg_eating_master's solution](#)

290.

1842E

[Tenzing and Triangle](#) · Tutorial

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Egg_eating_master's solution](#)

291.

1799E

[City Union](#) · Tutorial

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Egg_eating_master's solution](#)

292.

600E

[Lomsat gelral](#) · Tutorial

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-09-04 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Egg_eating_master's solution](#)

293.

487C

[Prefix Product Sequence](#) · Tutorial

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Egg_eating_master's solution](#)

294.

1009F

[Dominant Indices](#) · Tutorial

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Egg_eating_master's solution](#)

295.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Egg_eating_master's solution](#)

296.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Egg_eating_master's solution](#)

297.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-12-12 · last AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[Egg_eating_master's solution](#)

298.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Egg_eating_master's solution](#)

299.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[Egg_eating_master's solution](#)

300.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Egg_eating_master's solution](#)

301.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Egg_eating_master's solution](#)

302.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Egg_eating_master's solution](#)

303.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Egg_eating_master's solution](#)

304.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Egg_eating_master's solution](#)

305.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Egg_eating_master's solution](#)

306.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[Egg_eating_master's solution](#)

307.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: hashing, number theory

[Egg_eating_master's solution](#)

308.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Egg_eating_master's solution](#)

309.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-10-27 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Egg_eating_master's solution](#)

310.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2023-01-12 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[Egg_eating_master's solution](#)

311.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-02-12 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Egg_eating_master's solution](#)

312.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Egg_eating_master's solution](#)

313.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Egg_eating_master's solution](#)

314.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Egg_eating_master's solution](#)

315.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search
[Egg_eating_master's solution](#)

316.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[Egg_eating_master's solution](#)

317.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[Egg_eating_master's solution](#)

318.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[Egg_eating_master's solution](#)

319.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[Egg_eating_master's solution](#)

320.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Egg_eating_master's solution](#)

321.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory
[Egg_eating_master's solution](#)

322.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[Egg_eating_master's solution](#)

323.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[Egg_eating_master's solution](#)

324.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[Egg_eating_master's solution](#)

325.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, math

[Egg_eating_master's solution](#)

326.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, matrices

[Egg_eating_master's solution](#)

327.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Egg_eating_master's solution](#)

328.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Egg_eating_master's solution](#)

329.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Egg_eating_master's solution](#)

330.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Egg_eating_master's solution](#)

331.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Egg_eating_master's solution](#)

332.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-01-30 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Egg_eating_master's solution](#)

333.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[Egg_eating_master's solution](#)

334.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[Egg_eating_master's solution](#)

335.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[Egg_eating_master's solution](#)

336.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Egg_eating_master's solution](#)

337.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[Egg_eating_master's solution](#)

338.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees
[Egg_eating_master's solution](#)

339.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Egg_eating_master's solution](#)

340.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[Egg_eating_master's solution](#)

341.

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
[Egg_eating_master's solution](#)

342.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[Egg_eating_master's solution](#)

343.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Egg_eating_master's solution](#)

344.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[Egg_eating_master's solution](#)

345.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Egg_eating_master's solution](#)

346.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Egg_eating_master's solution](#)

347.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Egg_eating_master's solution](#)

348.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Egg_eating_master's solution](#)

349.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[Egg_eating_master's solution](#)

350.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[Egg_eating_master's solution](#)

351.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Egg_eating_master's solution](#)

352.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Egg_eating_master's solution](#)

353.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Egg_eating_master's solution](#)

354.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Egg_eating_master's solution](#)

355.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Egg_eating_master's solution](#)

356.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Egg_eating_master's solution](#)

357.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Egg_eating_master's solution](#)

358.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Egg_eating_master's solution](#)

359.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Egg_eating_master's solution](#)

360.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Egg_eating_master's solution](#)

361.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Egg_eating_master's solution](#)

362.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing

[Egg_eating_master's solution](#)

363.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Egg_eating_master's solution](#)

364.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Egg_eating_master's solution](#)

365.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Egg_eating_master's solution](#)

366.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Egg_eating_master's solution](#)

367.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Egg_eating_master's solution](#)

368.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Egg_eating_master's solution](#)

369.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Egg_eating_master's solution](#)

370.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Egg_eating_master's solution](#)

371.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[Egg_eating_master's solution](#)

372.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Egg_eating_master's solution](#)

373.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Egg_eating_master's solution](#)

374.

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Egg_eating_master's solution](#)

375.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Egg_eating_master's solution](#)

376.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Egg_eating_master's solution](#)

377.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Egg_eating_master's solution](#)

378.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Egg_eating_master's solution](#)

379.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Egg_eating_master's solution](#)

380.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Egg_eating_master's solution](#)

381.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Egg_eating_master's solution](#)

382.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Egg_eating_master's solution](#)

383.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Egg_eating_master's solution](#)

384.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Egg_eating_master's solution](#)

385.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Egg_eating_master's solution](#)

386.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Egg_eating_master's solution](#)

387.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Egg_eating_master's solution](#)

388.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Egg_eating_master's solution](#)

389.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Egg_eating_master's solution](#)

390.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Egg_eating_master's solution](#)

391.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Egg_eating_master's solution](#)

392.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Egg_eating_master's solution](#)

393.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Egg_eating_master's solution](#)

394.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Egg_eating_master's solution](#)

395.

1291F

[Coffee Varieties \(easy version\) · Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[Egg_eating_master's solution](#)

396.

1746F

[Kazaee · Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-19 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[Egg_eating_master's solution](#)

397.

547E

[Mike and Friends · Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Egg_eating_master's solution](#)

398.

1039D

[You Are Given a Tree · Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-10-04 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Egg_eating_master's solution](#)

399.

163E

[e-Government · Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Egg_eating_master's solution](#)

400.

932G

[Palindrome Partition · Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[Egg_eating_master's solution](#)

401.

1479D

[Odd Mineral Resource · Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Egg_eating_master's solution](#)

402.

1764G1

[Doremy's Perfect DS Class \(Easy Version\) · Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Egg_eating_master's solution](#)

403.

643F

[Bears and Juice · Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, meet-in-the-middle

[Egg_eating_master's solution](#)

404.

1372E

[Omkar and Last Floor · Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[Egg_eating_master's solution](#)

405.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory, probabilities

[Egg_eating_master's solution](#)

406.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Egg_eating_master's solution](#)

407.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Egg_eating_master's solution](#)

408.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Egg_eating_master's solution](#)

409.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[Egg_eating_master's solution](#)

410.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Egg_eating_master's solution](#)

411.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Egg_eating_master's solution](#)

412.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[Egg_eating_master's solution](#)

413.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Egg_eating_master's solution](#)

414.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Egg_eating_master's solution](#)

415.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Egg_eating_master's solution](#)

416.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Egg_eating_master's solution](#)

417.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[Egg_eating_master's solution](#)

418.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Egg_eating_master's solution](#)

419.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[Egg_eating_master's solution](#)

420.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-08-20 · last AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Egg_eating_master's solution](#)

421.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Egg_eating_master's solution](#)

422.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Egg_eating_master's solution](#)

423.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Egg_eating_master's solution](#)

424.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Egg_eating_master's solution](#)

425.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Egg_eating_master's solution](#)

426.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, sortings, trees

[Egg_eating_master's solution](#)

427.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[Egg_eating_master's solution](#)

428.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Egg_eating_master's solution](#)

429.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Egg_eating_master's solution](#)

430.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Egg_eating_master's solution](#)

431.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Egg_eating_master's solution](#)

432.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Egg_eating_master's solution](#)

433.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Egg_eating_master's solution](#)

434.

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

[Egg_eating_master's solution](#)

435.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 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

[Egg_eating_master's solution](#)

436.

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

[Egg_eating_master's solution](#)

437.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Egg_eating_master's solution](#)

438.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Egg_eating_master's solution](#)

439.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Egg_eating_master's solution](#)

440.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Egg_eating_master's solution](#)

441.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Egg_eating_master's solution](#)

442.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Egg_eating_master's solution](#)

443.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Egg_eating_master's solution](#)

444.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Egg_eating_master's solution](#)

445.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[Egg_eating_master's solution](#)

446.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[Egg_eating_master's solution](#)

447.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[Egg_eating_master's solution](#)

448.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math
[Egg_eating_master's solution](#)

449.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[Egg_eating_master's solution](#)

450.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-09-25 · last AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, math
[Egg_eating_master's solution](#)

451.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[Egg_eating_master's solution](#)

452.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Egg_eating_master's solution](#)

453.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[Egg_eating_master's solution](#)

454.

1774G

[Segment Covering](#) · [Tutorial](#)

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455.

1712F

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1495E

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457.

786E

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1603E

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459.

1209G2

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460.

2178I

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461.

878E

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462.

1764G3

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463.

1930H

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464.

1172F

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465.

1718D

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466.

1270H

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467.

1610G

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468.

2174D

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469.

1693F

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470.

1827E

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471.

1787I

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472.

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473.

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474.

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475.

2183H

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476.

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2165F

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478.

1874F

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479.

1707E

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480.

1086F

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481.

1305G

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483.

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