

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

<https://cfelitetracker.vercel.app>

Unique solved — Emikooh

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

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

Filters: none

Count: 544

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,803 global accepts · Rating: 800 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: math
[Emikooh's solution](#)
- 2.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,085 global accepts · Rating: 800 · first AC: 2026-03-28 · last AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: implementation, math
[Emikooh's solution](#)
- 3.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,554 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Emikooh's solution](#)
- 4.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,753 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[Emikooh's solution](#)
- 5.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,511 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[Emikooh's solution](#)
- 6.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,241 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Emikooh's solution](#)
- 7.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,688 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[Emikooh's solution](#)
- 8.**
2122A
[Greedy Grid](#) · [Tutorial](#)
Quality: 19,212 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Emikooh's solution](#)
- 9.**
2202A
[Parkour Design](#) · [Tutorial](#)
Quality: 16,370 global accepts · Rating: 800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[Emikooh's solution](#)
- 10.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Emikooh's solution](#)

11.

2205A

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

Quality: 17,306 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Emikooh's solution](#)

12.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,999 global accepts · Rating: 800 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: math

[Emikooh's solution](#)

13.

2192A

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

Quality: 17,919 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Emikooh's solution](#)

14.

2147A

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

Quality: 18,632 global accepts · Rating: 800 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Emikooh's solution](#)

15.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Emikooh's solution](#)

16.

2184A

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

Quality: 38,090 global accepts · Rating: 800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: math

[Emikooh's solution](#)

17.

2183A

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

Quality: 23,673 global accepts · Rating: 800 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: games

[Emikooh's solution](#)

18.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,339 global accepts · Rating: 800 · first AC: 2025-12-29 · last AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Emikooh's solution](#)

19.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 global accepts · Rating: 800 · first AC: 2025-12-29 · last AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: brute force

[Emikooh's solution](#)

20.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Emikooh's solution](#)

21.

2179B

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

Quality: 28,342 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Emikooh's solution](#)

22.

2179A

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

Quality: 34,425 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: math, strings

[Emikooh's solution](#)

23.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Emikooh's solution](#)

24.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: brute force, number theory

[Emikooh's solution](#)

25.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,080 global accepts · Rating: 800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Emikooh's solution](#)

26.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,735 global accepts · Rating: 800 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: implementation

[Emikooh's solution](#)

27.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,786 global accepts · Rating: 800 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

28.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,394 global accepts · Rating: 800 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Emikooh's solution](#)

29.

2170A

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

Quality: 19,939 global accepts · Rating: 800 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Emikooh's solution](#)

30.

2157A

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

Quality: 16,496 global accepts · Rating: 800 · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[Emikooh's solution](#)

31.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,250 global accepts · Rating: 800 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: brute force, math

[Emikooh's solution](#)

32.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 800 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

[Emikooh's solution](#)

33.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings

[Emikooh's solution](#)

34.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[Emikooh's solution](#)

35.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation, math

[Emikooh's solution](#)

36.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,065 global accepts · Rating: 800 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Emikooh's solution](#)

37.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,831 global accepts · Rating: 800 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: sortings, strings

[Emikooh's solution](#)

38.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,475 global accepts · Rating: 800 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: math, sortings

[Emikooh's solution](#)

39.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[Emikooh's solution](#)

40.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,170 global accepts · Rating: 800 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: greedy, two pointers

[Emikooh's solution](#)

41.

2162A

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

Quality: 41,595 global accepts · Rating: 800 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Emikooh's solution](#)

42.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,458 global accepts · Rating: 800 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: math

[Emikooh's solution](#)

43.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,591 global accepts · Rating: 800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[EmikooH's solution](#)

44.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[EmikooH's solution](#)

45.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,765 global accepts · Rating: 800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: math

[EmikooH's solution](#)

46.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: implementation, math

[EmikooH's solution](#)

47.

2152A

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

Quality: 22,311 global accepts · Rating: 800 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[EmikooH's solution](#)

48.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[EmikooH's solution](#)

49.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,928 global accepts · Rating: 800 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: math

[EmikooH's solution](#)

50.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: math, strings

[EmikooH's solution](#)

51.

2146A

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

Quality: 21,838 global accepts · Rating: 800 · first AC: 2025-09-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[EmikooH's solution](#)

52.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,700 global accepts · Rating: 800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: brute force, two pointers

[EmikooH's solution](#)

53.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,051 global accepts · Rating: 800 · first AC: 2025-09-13 · Python 3 (first AC) · Tags: geometry

[EmikooH's solution](#)

54.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,434 global accepts · Rating: 800 · first AC: 2025-09-13 · Python 3 (first AC) · Tags: brute force, hashing, math

[Emikooh's solution](#)

55.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-09 · Python 3 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

56.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,829 global accepts · Rating: 800 · first AC: 2025-09-08 · Python 3 (first AC) · Tags: greedy

[Emikooh's solution](#)

57.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,826 global accepts · Rating: 800 · first AC: 2025-09-08 · Python 3 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

58.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,122 global accepts · Rating: 800 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

59.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,545 global accepts · Rating: 800 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: greedy

[Emikooh's solution](#)

60.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math

[Emikooh's solution](#)

61.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,349 global accepts · Rating: 800 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[Emikooh's solution](#)

62.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,958 global accepts · Rating: 800 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Emikooh's solution](#)

63.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,867 global accepts · Rating: 800 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: math

[Emikooh's solution](#)

64.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,651 global accepts · Rating: 800 · first AC: 2025-08-07 · last AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Emikooh's solution](#)

65.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-01 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

66.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,490 global accepts · Rating: 800 · first AC: 2025-07-28 · last AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

67.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Emikooh's solution](#)

68.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,700 global accepts · Rating: 800 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Emikooh's solution](#)

69.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,093 global accepts · Rating: 800 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[Emikooh's solution](#)

70.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,922 global accepts · Rating: 800 · first AC: 2025-07-01 · Python 3 (first AC) · Tags: greedy

[Emikooh's solution](#)

71.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,695 global accepts · Rating: 800 · first AC: 2025-07-01 · Python 3 (first AC) · Tags: math

[Emikooh's solution](#)

72.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,976 global accepts · Rating: 800 · first AC: 2025-06-29 · Python 3 (first AC) · Tags: games, greedy

[Emikooh's solution](#)

73.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,268 global accepts · Rating: 800 · first AC: 2025-06-23 · Python 3 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

74.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,042 global accepts · Rating: 800 · first AC: 2025-04-03 · last AC: 2025-06-03 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

75.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,545 global accepts · Rating: 800 · first AC: 2025-04-02 · last AC: 2025-06-02 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

76.

268A

[Games](#) · [Tutorial](#)

Quality: 104,218 global accepts · Rating: 800 · first AC: 2025-04-04 · last AC: 2025-05-26 · Python 3 (first AC) · Tags: brute force

[Emikooh's solution](#)

77.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,389 global accepts · Rating: 800 · first AC: 2025-03-12 · last AC: 2025-05-20 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings

[Emikooh's solution](#)

78.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,284 global accepts · Rating: 800 · first AC: 2025-03-12 · last AC: 2025-05-20 · Python 3 (first AC) · Tags: implementation, strings

[Emikooh's solution](#)

79.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

80.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,376 global accepts · Rating: 800 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Emikooh's solution](#)

81.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,947 global accepts · Rating: 800 · first AC: 2025-03-12 · last AC: 2025-05-13 · Python 3 (first AC) · Tags: brute force, math

[Emikooh's solution](#)

82.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 800 · first AC: 2025-04-29 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

83.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,688 global accepts · Rating: 800 · first AC: 2025-04-23 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

84.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2025-04-22 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

85.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2025-04-21 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

86.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2025-04-19 · last AC: 2025-04-19 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[Emikooh's solution](#)

87.

265A

[Colorful Stones \(Simplified Edition\) · Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2025-04-16 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

88.

262A

[Roma and Lucky Numbers · Tutorial](#)

Quality: 22,451 global accepts · Rating: 800 · first AC: 2025-04-12 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

89.

233A

[Perfect Permutation · Tutorial](#)

Quality: 49,151 global accepts · Rating: 800 · first AC: 2025-04-11 · Python 3 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

90.

255A

[Greg's Workout · Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2025-04-10 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

91.

378A

[Playing with Dice · Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2025-04-10 · Python 3 (first AC) · Tags: brute force

[Emikooh's solution](#)

92.

151A

[Soft Drinking · Tutorial](#)

Quality: 94,787 global accepts · Rating: 800 · first AC: 2025-04-10 · Python 3 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

93.

330A

[Cakeminator · Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2025-04-08 · Python 3 (first AC) · Tags: brute force, implementation

[Emikooh's solution](#)

94.

432A

[Choosing Teams · Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2025-04-06 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Emikooh's solution](#)

95.

510A

[Fox And Snake · Tutorial](#)

Quality: 105,930 global accepts · Rating: 800 · first AC: 2025-04-06 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

96.

490A

[Team Olympiad · Tutorial](#)

Quality: 71,020 global accepts · Rating: 800 · first AC: 2025-04-05 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Emikooh's solution](#)

97.

469A

[I Wanna Be the Guy · Tutorial](#)

Quality: 121,204 global accepts · Rating: 800 · first AC: 2025-04-04 · Python 3 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

98.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,067 global accepts · Rating: 800 · first AC: 2025-04-04 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[Emikooh's solution](#)

99.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,424 global accepts · Rating: 800 · first AC: 2025-04-04 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

100.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,316 global accepts · Rating: 800 · first AC: 2025-03-12 · Python 3 (first AC) · Tags: strings

[Emikooh's solution](#)

101.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 900 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Emikooh's solution](#)

102.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[Emikooh's solution](#)

103.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

104.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,103 global accepts · Rating: 900 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: math

[Emikooh's solution](#)

105.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 900 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: math

[Emikooh's solution](#)

106.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,058 global accepts · Rating: 900 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

107.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 900 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: greedy

[Emikooh's solution](#)

108.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,344 global accepts · Rating: 900 · first AC: 2025-09-13 · Python 3 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

109.

2140B

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

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-09 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[Emikooh's solution](#)

110.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,933 global accepts · Rating: 900 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[Emikooh's solution](#)

111.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,553 global accepts · Rating: 900 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: math

[Emikooh's solution](#)

112.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[Emikooh's solution](#)

113.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,072 global accepts · Rating: 900 · first AC: 2025-04-01 · last AC: 2025-05-25 · Python 3 (first AC) · Tags: strings

[Emikooh's solution](#)

114.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,741 global accepts · Rating: 900 · first AC: 2025-03-13 · last AC: 2025-05-21 · Python 3 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

115.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-11 · Python 3 (first AC) · Tags: implementation, sortings

[Emikooh's solution](#)

116.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,468 global accepts · Rating: 900 · first AC: 2025-05-11 · Python 3 (first AC) · Tags: constructive algorithms, math

[Emikooh's solution](#)

117.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2025-04-25 · Python 3 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

118.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2025-04-21 · Python 3 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

119.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2025-04-21 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

120.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2025-04-19 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

121.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2025-04-16 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

122.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,288 global accepts · Rating: 900 · first AC: 2025-04-12 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

123.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2025-04-10 · Python 3 (first AC) · Tags: brute force, implementation, math

[Emikooh's solution](#)

124.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,065 global accepts · Rating: 900 · first AC: 2025-04-10 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

125.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2025-04-06 · Python 3 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

126.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,046 global accepts · Rating: 900 · first AC: 2025-04-05 · Python 3 (first AC) · Tags: implementation, number theory

[Emikooh's solution](#)

127.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,119 global accepts · Rating: 900 · first AC: 2025-04-05 · Python 3 (first AC) · Tags: math

[Emikooh's solution](#)

128.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,913 global accepts · Rating: 900 · first AC: 2025-04-04 · Python 3 (first AC) · Tags: greedy

[Emikooh's solution](#)

129.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,695 global accepts · Rating: 900 · first AC: 2025-04-04 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

130.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,070 global accepts · Rating: 1000 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

131.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,407 global accepts · Rating: 1000 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Emikooh's solution](#)

132.

2203B

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

Quality: 14,305 global accepts · Rating: 1000 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Emikooh's solution](#)

133.

2192B

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

Quality: 14,553 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Emikooh's solution](#)

134.

2147B

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

Quality: 16,970 global accepts · Rating: 1000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Emikooh's solution](#)

135.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,426 global accepts · Rating: 1000 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Emikooh's solution](#)

136.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,907 global accepts · Rating: 1000 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, strings

[Emikooh's solution](#)

137.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Emikooh's solution](#)

138.

2167D

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

Quality: 30,209 global accepts · Rating: 1000 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[Emikooh's solution](#)

139.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[Emikooh's solution](#)

140.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Emikooh's solution](#)

141.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1000 · first AC: 2025-10-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[Emikooh's solution](#)

142.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

143.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[Emikooh's solution](#)

144.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,752 global accepts · Rating: 1000 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Emikooh's solution](#)

145.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,738 global accepts · Rating: 1000 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

146.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,887 global accepts · Rating: 1000 · first AC: 2025-07-01 · Python 3 (first AC) · Tags: brute force, data structures

[Emikooh's solution](#)

147.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,809 global accepts · Rating: 1000 · first AC: 2025-03-13 · last AC: 2025-05-25 · Python 3 (first AC) · Tags: brute force, number theory

[Emikooh's solution](#)

148.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,470 global accepts · Rating: 1000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[Emikooh's solution](#)

149.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,448 global accepts · Rating: 1000 · first AC: 2025-03-12 · last AC: 2025-05-14 · Python 3 (first AC) · Tags: implementation, strings

[Emikooh's solution](#)

150.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2025-05-05 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

151.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,640 global accepts · Rating: 1000 · first AC: 2025-04-30 · last AC: 2025-04-30 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

152.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2025-04-25 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

153.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2025-04-24 · Python 3 (first AC) · Tags: implementation, strings

[Emikooh's solution](#)

154.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2025-04-23 · Python 3 (first AC) · Tags: brute force, math

[Emikooh's solution](#)

155.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2025-04-22 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Emikooh's solution](#)

156.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,725 global accepts · Rating: 1000 · first AC: 2025-04-18 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

157.

43A

[Football](#) · [Tutorial](#)

Quality: 69,173 global accepts · Rating: 1000 · first AC: 2025-04-18 · Python 3 (first AC) · Tags: strings

[Emikooh's solution](#)

158.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2025-04-17 · Python 3 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

159.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2025-04-17 · Python 3 (first AC) · Tags: math

[Emikooh's solution](#)

160.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2025-04-12 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

161.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2025-04-12 · Python 3 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

162.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2025-04-11 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

163.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2025-04-09 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[Emikooh's solution](#)

164.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2025-04-09 · Python 3 (first AC) · Tags: brute force, implementation

[Emikooh's solution](#)

165.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2025-04-09 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

166.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,617 global accepts · Rating: 1000 · first AC: 2025-04-05 · Python 3 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

167.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,498 global accepts · Rating: 1000 · first AC: 2025-04-05 · Python 3 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

168.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,285 global accepts · Rating: 1000 · first AC: 2025-04-04 · Python 3 (first AC) · Tags: brute force, math

[Emikooh's solution](#)

169.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,385 global accepts · Rating: 1000 · first AC: 2025-04-04 · Python 3 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

170.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,002 global accepts · Rating: 1000 · first AC: 2025-03-13 · Python 3 (first AC) · Tags: greedy, strings

[Emikooh's solution](#)

171.

2211B

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

Quality: 11,639 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Emikooh's solution](#)

172.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Emikooh's solution](#)

173.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Emikooh's solution](#)

174.

2197B

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

Quality: 15,902 global accepts · Rating: 1100 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers

[Emikooh's solution](#)

175.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,111 global accepts · Rating: 1100 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: math

[Emikooh's solution](#)

176.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,861 global accepts · Rating: 1100 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Emikooh's solution](#)

177.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Emikooh's solution](#)

178.

2179C

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

Quality: 22,304 global accepts · Rating: 1100 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings

[Emikooh's solution](#)

179.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,133 global accepts · Rating: 1100 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Emikooh's solution](#)

180.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy

[Emikooh's solution](#)

181.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

182.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,330 global accepts · Rating: 1100 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Emikooh's solution](#)

183.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,762 global accepts · Rating: 1100 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

184.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[Emikooh's solution](#)

185.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Emikooh's solution](#)

186.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,625 global accepts · Rating: 1100 · first AC: 2025-08-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[Emikooh's solution](#)

187.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,397 global accepts · Rating: 1100 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Emikooh's solution](#)

188.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Emikooh's solution](#)

189.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Emikooh's solution](#)

190.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,284 global accepts · Rating: 1100 · first AC: 2025-07-18 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

191.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-06-23 · last AC: 2025-06-23 · Python 3 (first AC) · Tags: brute force, greedy

[Emikooh's solution](#)

192.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2025-04-29 · Python 3 (first AC) · Tags: graphs, math, shortest paths

[Emikooh's solution](#)

193.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2025-04-26 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Emikooh's solution](#)

194.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2025-04-24 · Python 3 (first AC) · Tags: implementation, strings

[Emikooh's solution](#)

195.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2025-04-19 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[Emikooh's solution](#)

196.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2025-04-18 · Python 3 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

197.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2025-04-17 · Python 3 (first AC) · Tags: brute force, geometry, math

[Emikooh's solution](#)

198.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2025-04-17 · Python 3 (first AC) · Tags: brute force

[Emikooh's solution](#)

199.

300A

[Array](#) · [Tutorial](#)

Quality: 27,222 global accepts · Rating: 1100 · first AC: 2025-04-17 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation

[Emikooh's solution](#)

200.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2025-04-11 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory

[Emikooh's solution](#)

201.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,796 global accepts · Rating: 1100 · first AC: 2025-04-10 · Python 3 (first AC) · Tags: sortings

[Emikooh's solution](#)

202.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2026-03-31 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms

[Emikooh's solution](#)

203.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2025-05-02 · last AC: 2026-03-19 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

204.

2202B

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

Quality: 11,150 global accepts · Rating: 1200 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Emikooh's solution](#)

205.

2196A

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

Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: games, math

[Emikooh's solution](#)

206.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[Emikooh's solution](#)

207.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

208.

2182C

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

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp

[Emikooh's solution](#)

209.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,702 global accepts · Rating: 1200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Emikooh's solution](#)

210.

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Emikooh's solution](#)

211.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,951 global accepts · Rating: 1200 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Emikooh's solution](#)

212.

2170B

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

213.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Emikooh's solution](#)

214.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: strings

[Emikooh's solution](#)

215.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers

[Emikooh's solution](#)

216.

2136C

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

Rating: 1200 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[Emikooh's solution](#)

217.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

218.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1200 · first AC: 2025-07-18 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Emikooh's solution](#)

219.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[Emikooh's solution](#)

220.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-26 · Python 3 (first AC) · Tags: bitmasks, greedy, math

[Emikooh's solution](#)

221.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2025-05-05 · Python 3 (first AC) · Tags: brute force, implementation

[Emikooh's solution](#)

222.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2025-05-02 · last AC: 2025-05-03 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

223.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2025-04-28 · Python 3 (first AC) · Tags: implementation, sortings

[Emikooh's solution](#)

224.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2025-04-20 · Python 3 (first AC) · Tags: greedy, implementation, math

[Emikooh's solution](#)

225.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2025-04-18 · Python 3 (first AC) · Tags: dfs and similar, implementation

[Emikooh's solution](#)

226.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2025-04-16 · Python 3 (first AC) · Tags: implementation, math

[Emikooh's solution](#)

227.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2025-04-15 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[Emikooh's solution](#)

228.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2025-04-05 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

229.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,025 global accepts · Rating: 1200 · first AC: 2025-04-05 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

230.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,438 global accepts · Rating: 1300 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

[Emikooh's solution](#)

231.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2026-03-31 · PyPy 3-64 (first AC) · Tags: *special, combinatorics

[Emikooh's solution](#)

232.

2211C1

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

Quality: 9,116 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Emikooh's solution](#)

233.

2208C

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

Quality: 11,104 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Emikooh's solution](#)

234.

2201A1

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

Quality: 11,058 global accepts · Rating: 1300 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures

[Emikooh's solution](#)

235.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Emikooh's solution](#)

236.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Emikooh's solution](#)

237.

2187A

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

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

238.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Emikooh's solution](#)

239.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

240.

2179D

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

Quality: 13,515 global accepts · Rating: 1300 · first AC: 2025-12-23 · last AC: 2025-12-24 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Emikooh's solution](#)

241.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,723 global accepts · Rating: 1300 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

242.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Emikooh's solution](#)

243.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

[Emikooh's solution](#)

244.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Emikooh's solution](#)

245.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, two pointers

[Emikooh's solution](#)

246.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 1300 · first AC: 2025-10-13 · PyPy 3-64 (first AC) · Tags: bitmasks

[Emikooh's solution](#)

247.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,404 global accepts · Rating: 1300 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings

[Emikooh's solution](#)

248.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Emikooh's solution](#)

249.

2127B

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

Quality: 13,496 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy

[Emikooh's solution](#)

250.

2130C

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

Quality: 1300 · first AC: 2025-08-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, greedy

[Emikooh's solution](#)

251.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-06-04 · Python 3 (first AC) · Tags: greedy, math, sortings

[Emikooh's solution](#)

252.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Quality: 1300 · first AC: 2025-06-02 · Python 3 (first AC) · Tags: constructive algorithms

[Emikooh's solution](#)

253.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2025-04-29 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[Emikooh's solution](#)

254.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,660 global accepts · Rating: 1300 · first AC: 2025-04-26 · Python 3 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

255.

437A

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

Quality: 9,361 global accepts · Rating: 1300 · first AC: 2025-04-21 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

256.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,885 global accepts · Rating: 1300 · first AC: 2025-04-13 · last AC: 2025-04-15 · Python 3 (first AC) · Tags: brute force, dp

[Emikooh's solution](#)

257.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,882 global accepts · Rating: 1300 · first AC: 2025-04-06 · Python 3 (first AC) · Tags: brute force

[Emikooh's solution](#)

258.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,650 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[Emikooh's solution](#)

259.

2190B1

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

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Emikooh's solution](#)

260.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, number theory

[Emikooh's solution](#)

261.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1400 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: dp, games, greedy

[Emikooh's solution](#)

262.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1400 · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Emikooh's solution](#)

263.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1400 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Emikooh's solution](#)

264.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,846 global accepts · Rating: 1400 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy

[Emikooh's solution](#)

265.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Emikooh's solution](#)

266.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1400 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Emikooh's solution](#)

267.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,546 global accepts · Rating: 1400 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[Emikooh's solution](#)

268.

2162D

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

Quality: 12,366 global accepts · Rating: 1400 · first AC: 2025-10-18 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[Emikooh's solution](#)

269.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[Emikooh's solution](#)

270.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,795 global accepts · Rating: 1400 · first AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: graphs, interactive

[Emikooh's solution](#)

271.

2132C2

[The Cunning Seller \(hard version\) · Tutorial](#)

Quality: 13,338 global accepts · Rating: 1400 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Emikooh's solution](#)

272.

2131E

[Adjacent XOR · Tutorial](#)

Quality: 17,123 global accepts · Rating: 1400 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Emikooh's solution](#)

273.

2131D

[Arboris Contractio · Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: data structures, graphs, greedy, trees

[Emikooh's solution](#)

274.

2127C

[Trip Shopping · Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-09 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[Emikooh's solution](#)

275.

2126E

[G-C-D, Unlucky! · Tutorial](#)

Quality: 17,020 global accepts · Rating: 1400 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: math, number theory

[Emikooh's solution](#)

276.

2123E

[MEX Count · Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Emikooh's solution](#)

277.

284A

[Cows and Primitive Roots · Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2025-04-29 · Python 3 (first AC) · Tags: implementation, math, number theory

[Emikooh's solution](#)

278.

279A

[Point on Spiral · Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2025-04-27 · Python 3 (first AC) · Tags: brute force, geometry, implementation

[Emikooh's solution](#)

279.

416A

[Guess a number! · Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2025-04-25 · Python 3 (first AC) · Tags: greedy, implementation, two pointers

[Emikooh's solution](#)

280.

358A

[Dima and Continuous Line · Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2025-04-23 · Python 3 (first AC) · Tags: brute force, implementation

[Emikooh's solution](#)

281.

2205C

[Simons and Posting Blogs · Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

282.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,039 global accepts · Rating: 1500 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, greedy, math

[Emikooh's solution](#)

283.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1500 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Emikooh's solution](#)

284.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Emikooh's solution](#)

285.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Emikooh's solution](#)

286.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, number theory

[Emikooh's solution](#)

287.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Emikooh's solution](#)

288.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1500 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Emikooh's solution](#)

289.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,256 global accepts · Rating: 1500 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[Emikooh's solution](#)

290.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 1500 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, two pointers

[Emikooh's solution](#)

291.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: data structures, games, greedy

[Emikooh's solution](#)

292.

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[Emikooh's solution](#)

293.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-16 · last AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Emikooh's solution](#)

294.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2025-05-06 · Python 3 (first AC) · Tags: brute force, geometry

[Emikooh's solution](#)

295.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Emikooh's solution](#)

296.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Emikooh's solution](#)

297.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: brute force, math, two pointers

[Emikooh's solution](#)

298.

2046B

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

Quality: 10,869 global accepts · Rating: 1600 · first AC: 2026-01-15 · last AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings

[Emikooh's solution](#)

299.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Emikooh's solution](#)

300.

2182D

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

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[Emikooh's solution](#)

301.

2157D

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

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Emikooh's solution](#)

302.

2171F

[Rae Taylor and Trees \(hard version\) · Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Emikooh's solution](#)

303.

2167G

[Mukhammadali and the Smooth Array · Tutorial](#)

Quality: 11,020 global accepts · Rating: 1600 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: data structures, dp

[Emikooh's solution](#)

304.

2167E

[khba Loves to Sleep! · Tutorial](#)

Quality: 9,069 global accepts · Rating: 1600 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[Emikooh's solution](#)

305.

2162E

[Beautiful Palindromes · Tutorial](#)

Quality: 9,338 global accepts · Rating: 1600 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, schedules

[Emikooh's solution](#)

306.

2132D

[From 1 to Infinity · Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math

[Emikooh's solution](#)

307.

2130D

[Stay or Mirror · Tutorial](#)

Rating: 1600 · first AC: 2025-08-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Emikooh's solution](#)

308.

2128D

[Sum of LDS · Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Emikooh's solution](#)

309.

2125D

[Segments Covering · Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Emikooh's solution](#)

310.

197A

[Plate Game · Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2025-05-04 · Python 3 (first AC) · Tags: constructive algorithms, games, math

[Emikooh's solution](#)

311.

305A

[Strange Addition · Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2025-05-04 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation

[Emikooh's solution](#)

312.

2215A

[Interval Mod · Tutorial](#)

Quality: 2,504 global accepts · Rating: 1700 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math
[Emikooh's solution](#)

313.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Emikooh's solution](#)

314.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Emikooh's solution](#)

315.

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[Emikooh's solution](#)

316.

2201B

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

Quality: 4,958 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Emikooh's solution](#)

317.

2201A2

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

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dp

[Emikooh's solution](#)

318.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Emikooh's solution](#)

319.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Emikooh's solution](#)

320.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Emikooh's solution](#)

321.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Emikooh's solution](#)

322.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Emikooh's solution](#)

323.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Emikooh's solution](#)

324.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[Emikooh's solution](#)

325.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[Emikooh's solution](#)

326.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Emikooh's solution](#)

327.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[Emikooh's solution](#)

328.

2211C2

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

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Emikooh's solution](#)

329.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Emikooh's solution](#)

330.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Emikooh's solution](#)

331.

2208D1

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

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Emikooh's solution](#)

332.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Emikooh's solution](#)

333.

2196C1

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

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Emikooh's solution](#)

334.

2187B

[Shortest Statement Ever · Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Emikooh's solution](#)

335.

2184E

[Exquisite Array · Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Emikooh's solution](#)

336.

2182E

[New Year's Gifts · Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Emikooh's solution](#)

337.

2179E

[Blackslex and Girls · Tutorial](#)

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[Emikooh's solution](#)

338.

2176D

[Fibonacci Paths · Tutorial](#)

Quality: 5,763 global accepts · Rating: 1800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, sortings

[Emikooh's solution](#)

339.

2164D

[Copy String · Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers

[Emikooh's solution](#)

340.

2153D

[Not Alone · Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Emikooh's solution](#)

341.

2145D

[Inversion Value of a Permutation · Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Emikooh's solution](#)

342.

2155D

[Batteries · Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Emikooh's solution](#)

343.

2143D1

[Inversion Graph Coloring \(Easy Version\) · Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Emikooh's solution](#)

344.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[Emikooh's solution](#)

345.

2139E1

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

Rating: 1800 · first AC: 2025-09-08 · Python 3 (first AC) · Tags: dfs and similar, dp, math, trees

[Emikooh's solution](#)

346.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Emikooh's solution](#)

347.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Emikooh's solution](#)

348.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-06-12 · Python 3 (first AC) · Tags: bitmasks, dp, math, probabilities

[Emikooh's solution](#)

349.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1900 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Emikooh's solution](#)

350.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Emikooh's solution](#)

351.

2190B2

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

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

[Emikooh's solution](#)

352.

2184G

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

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[Emikooh's solution](#)

353.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Emikooh's solution](#)

354.

2180C

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

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Emikooh's solution](#)

355.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[Emikooh's solution](#)

356.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Emikooh's solution](#)

357.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Emikooh's solution](#)

358.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Emikooh's solution](#)

359.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-18 · last AC: 2025-11-18 · PyPy 3-64 (first AC) · Tags: dp, math

[Emikooh's solution](#)

360.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Emikooh's solution](#)

361.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Emikooh's solution](#)

362.

2139D

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

Rating: 1900 · first AC: 2025-09-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Emikooh's solution](#)

363.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-26 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[Emikooh's solution](#)

364.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1900 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math, number theory

[Emikooh's solution](#)

365.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Emikooh's solution](#)

366.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-14 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Emikooh's solution](#)

367.

2130E1

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

Rating: 1900 · first AC: 2025-08-04 · last AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[Emikooh's solution](#)

368.

2128E1

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

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math

[Emikooh's solution](#)

369.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Emikooh's solution](#)

370.

2201C

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

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

[Emikooh's solution](#)

371.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Emikooh's solution](#)

372.

2194E

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

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[Emikooh's solution](#)

373.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Emikooh's solution](#)

374.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-28 · last AC: 2025-12-28 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive

[Emikooh's solution](#)

375.

2179F

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-12-24 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Emikooh's solution](#)

376.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Emikooh's solution](#)

377.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-21 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Emikooh's solution](#)

378.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, number theory

[Emikooh's solution](#)

379.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, math

[Emikooh's solution](#)

380.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Emikooh's solution](#)

381.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · last AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Emikooh's solution](#)

382.

2139E2

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

Rating: 2000 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[Emikooh's solution](#)

383.

2136E

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

Rating: 2000 · first AC: 2025-09-04 · Python 3 (first AC) · Tags: dfs and similar, dsu, graphs

[Emikooh's solution](#)

384.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Emikooh's solution](#)

385.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2025-05-06 · Python 3 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

386.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Emikooh's solution](#)

387.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2100 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Emikooh's solution](#)

388.

2192E

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

Quality: 2,082 global accepts · Rating: 2100 · first AC: 2026-02-21 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Emikooh's solution](#)

389.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Emikooh's solution](#)

390.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Emikooh's solution](#)

391.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[Emikooh's solution](#)

392.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp

[Emikooh's solution](#)

393.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Emikooh's solution](#)

394.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Emikooh's solution](#)

395.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy
[Emikooh's solution](#)

396.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings
[Emikooh's solution](#)

397.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
[Emikooh's solution](#)

398.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[Emikooh's solution](#)

399.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers
[Emikooh's solution](#)

400.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[Emikooh's solution](#)

401.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
[Emikooh's solution](#)

402.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Emikooh's solution](#)

403.

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-25 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math
[Emikooh's solution](#)

404.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[Emikooh's solution](#)

405.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Emikooh's solution](#)

406.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[Emikooh's solution](#)

407.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Emikooh's solution](#)

408.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-09-13 · Python 3 (first AC) · Tags: data structures, greedy, ternary search, two pointers

[Emikooh's solution](#)

409.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-11 · last AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp

[Emikooh's solution](#)

410.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2300 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Emikooh's solution](#)

411.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Emikooh's solution](#)

412.

2194F1

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

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Emikooh's solution](#)

413.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-30 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Emikooh's solution](#)

414.

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Emikooh's solution](#)

415.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[Emikooh's solution](#)

416.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[Emikooh's solution](#)

417.

2211F

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

Quality: 916 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[Emikooh's solution](#)

418.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[Emikooh's solution](#)

419.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[Emikooh's solution](#)

420.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
[Emikooh's solution](#)

421.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[Emikooh's solution](#)

422.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-13 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[Emikooh's solution](#)

423.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[Emikooh's solution](#)

424.

2175E1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities
[Emikooh's solution](#)

425.

2171H

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

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-12-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, sortings

[Emikooh's solution](#)

426.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-25 · last AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Emikooh's solution](#)

427.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Emikooh's solution](#)

428.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math

[Emikooh's solution](#)

429.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Emikooh's solution](#)

430.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Emikooh's solution](#)

431.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Emikooh's solution](#)

432.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Emikooh's solution](#)

433.

2202G1

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

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Emikooh's solution](#)

434.

2201D

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Emikooh's solution](#)

435.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing,

flows, greedy, strings

[Emikooh's solution](#)

436.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-19 · last AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Emikooh's solution](#)

437.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Emikooh's solution](#)

438.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Emikooh's solution](#)

439.

2175E2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[Emikooh's solution](#)

440.

2166F

[Path Split](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-11-18 · PyPy 3-64 (first AC) · Tags: data structures, graph matchings, greedy

[Emikooh's solution](#)

441.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: binary search, interactive, math, sortings

[Emikooh's solution](#)

442.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Emikooh's solution](#)

443.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-23 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Emikooh's solution](#)

444.

2160G1

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

Rating: 2500 · first AC: 2025-10-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers

[Emikooh's solution](#)

445.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs,

greedy, math, matrices, number theory

[Emikooh's solution](#)

446.

2102F

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

Quality: 2500 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Emikooh's solution](#)

447.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Emikooh's solution](#)

448.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Emikooh's solution](#)

449.

2122E

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

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Emikooh's solution](#)

450.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Emikooh's solution](#)

451.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math

[Emikooh's solution](#)

452.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Emikooh's solution](#)

453.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Emikooh's solution](#)

454.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Emikooh's solution](#)

455.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, dp

[Emikooh's solution](#)

456.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[Emikooh's solution](#)

457.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Emikooh's solution](#)

458.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Emikooh's solution](#)

459.

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Emikooh's solution](#)

460.

2201F2

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

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Emikooh's solution](#)

461.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Emikooh's solution](#)

462.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-01 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Emikooh's solution](#)

463.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Emikooh's solution](#)

464.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, probabilities

[Emikooh's solution](#)

465.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-27 · last AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Emikooh's solution](#)

466.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy
[Emikooh's solution](#)

467.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy
[Emikooh's solution](#)

468.

2201F1

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

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing
[Emikooh's solution](#)

469.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · last AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings
[Emikooh's solution](#)

470.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[Emikooh's solution](#)

471.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures
[Emikooh's solution](#)

472.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[Emikooh's solution](#)

473.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[Emikooh's solution](#)

474.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2026-01-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy
[Emikooh's solution](#)

475.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-09 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[Emikooh's solution](#)

476.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: number theory

[Emikooh's solution](#)

477.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-21 · Python 3 (first AC) · Tags: bitmasks, dp, games, greedy, math

[Emikooh's solution](#)

478.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-28 · last AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[Emikooh's solution](#)

479.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Emikooh's solution](#)

480.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Emikooh's solution](#)

481.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[Emikooh's solution](#)

482.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3100 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Emikooh's solution](#)

483.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: flows, graphs

[Emikooh's solution](#)

484.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: dp, math, number theory, strings

[Emikooh's solution](#)

485.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[Emikooh's solution](#)

486.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive
[Emikooh's solution](#)

487.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, matrices, probabilities
[Emikooh's solution](#)

488.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-18 · PyPy 3-64 (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math
[Emikooh's solution](#)

489.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math
[Emikooh's solution](#)

490.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[Emikooh's solution](#)

491.

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs
[Emikooh's solution](#)

492.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[Emikooh's solution](#)

493.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy
[Emikooh's solution](#)

494.

2175F

[Secret Message](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-12-09 · last AC: 2025-12-09 · PyPy 3-64 (first AC) · Tags: data structures, implementation, trees
[Emikooh's solution](#)

495.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3500 · first AC: 2026-03-31 · PyPy 3-64 (first AC) · Tags: —
[Emikooh's solution](#)

496.

2201G

[Codeforces Heuristic Contest 1001](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Emikooh's solution](#)

497.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3500 · first AC: 2026-02-20 · last AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Emikooh's solution](#)

498.

2187G

[Many Cartesian Trees](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Emikooh's solution](#)

499.

2187F2

[AI Fine \(Counting Version\)](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Emikooh's solution](#)

500.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Emikooh's solution](#)

501.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Emikooh's solution](#)

502.

2046E2

[Cheops and a Contest \(Hard Version\)](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3500 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Emikooh's solution](#)

503.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2026-01-16 · last AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math

[Emikooh's solution](#)

504.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-26 · last AC: 2025-06-26 · PyPy 3-64 (first AC) · Tags: dp, graphs

[Emikooh's solution](#)

505.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[Emikooh's solution](#)

506.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,224 global accepts · Rating: — · first AC: 2026-05-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Emikooh's solution](#)

507.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, trees

[Emikooh's solution](#)

508.

2226F

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

Quality: 184 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Emikooh's solution](#)

509.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Emikooh's solution](#)

510.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Emikooh's solution](#)

511.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Emikooh's solution](#)

512.

2226B

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

Quality: 10,060 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Emikooh's solution](#)

513.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,185 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

514.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: — · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, number theory

[Emikooh's solution](#)

515.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Emikooh's solution](#)

516.

2222F

[Building Tree](#) · [Tutorial](#)

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

graphs, implementation

[Emikooh's solution](#)

517.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Emikooh's solution](#)

518.

2222D

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

Quality: 3,191 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings

[Emikooh's solution](#)

519.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: dp, math

[Emikooh's solution](#)

520.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,283 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Emikooh's solution](#)

521.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[Emikooh's solution](#)

522.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Emikooh's solution](#)

523.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: — · first AC: 2026-04-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[Emikooh's solution](#)

524.

2225D

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

Quality: 6,624 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math

[Emikooh's solution](#)

525.

2225B

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

Quality: 14,163 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Emikooh's solution](#)

526.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,357 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Emikooh's solution](#)

527.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[Emikooh's solution](#)

528.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[Emikooh's solution](#)

529.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Emikooh's solution](#)

530.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Emikooh's solution](#)

531.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,608 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Emikooh's solution](#)

532.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,999 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Emikooh's solution](#)

533.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[Emikooh's solution](#)

534.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[Emikooh's solution](#)

535.

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-27 · last AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[Emikooh's solution](#)

536.

2207H2

[Bowser's Castle \(Medium Version\)](#) · [Tutorial](#)

Quality: 39 global accepts · Rating: — · first AC: 2026-03-24 · last AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[Emikooh's solution](#)

537.

2207H1

[Bowser's Castle \(Easy Version\) · Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Emikooh's solution](#)

538.

105706A

[Neq Array · Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emikooh's solution](#)

539.

2168B

[Locate · Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Emikooh's solution](#)

540.

2168A2

[Encode and Decode \(Hard Version\) · Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math

[Emikooh's solution](#)

541.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive

[Emikooh's solution](#)

542.

397A

[On Segment's Own Points · Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2025-05-07 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

543.

390A

[Inna and Alarm Clock · Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2025-05-06 · Python 3 (first AC) · Tags: implementation

[Emikooh's solution](#)

544.

393A

[Nineteen · Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2025-05-06 · last AC: 2025-05-06 · Python 3 (first AC) · Tags: —

[Emikooh's solution](#)