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Unique solved — ExplodingKonjac

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

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Filters: none

Count: 634

1.

2211A

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Quality: 16,072 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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2.

2153B

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Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
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3.

2153A

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

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ExplodingKonjac's solution](#)

4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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5.

2147A

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Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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6.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
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7.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[ExplodingKonjac's solution](#)

8.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry
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9.

2148A

[Sublime Sequence](#) · [Tutorial](#)

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10.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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11.

615A

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12.

1445A

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13.

1798A

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Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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14.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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15.

1777A

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

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16.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

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17.

1768A

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18.

1731A

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19.

1734B

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20.

1734A

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21.

1715A

[Crossmarket](#) · [Tutorial](#)

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22.

1720B

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[ExplodingKonjac's solution](#)

23.

1712B

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

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24.

1712A

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

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25.

1713A

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[ExplodingKonjac's solution](#)

26.

1716B

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27.

1716A

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28.

1706A

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

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29.

1654B

[Prefix Removals](#) · [Tutorial](#)

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30.

1654A

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sortings

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31.

1649A

[Game](#) · [Tutorial](#)

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[ExplodingKonjac's solution](#)

32.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ExplodingKonjac's solution](#)

33.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ExplodingKonjac's solution](#)

34.

1223A

[CME](#) · [Tutorial](#)

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35.

1612A

[Distance](#) · [Tutorial](#)

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36.

1589A

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

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[ExplodingKonjac's solution](#)

37.

1604A

[Era](#) · [Tutorial](#)

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38.

1602A

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39.

2148C

[Pacer](#) · [Tutorial](#)

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40.

2140B

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41.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[ExplodingKonjac's solution](#)

42.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[ExplodingKonjac's solution](#)

43.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · last AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[ExplodingKonjac's solution](#)

44.

1732B

[Ugu](#) · [Tutorial](#)

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[ExplodingKonjac's solution](#)

45.

1720A

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[ExplodingKonjac's solution](#)

46.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ExplodingKonjac's solution](#)

47.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[ExplodingKonjac's solution](#)

48.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[ExplodingKonjac's solution](#)

49.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,815 global accepts · Rating: 900 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ExplodingKonjac's solution](#)

50.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: strings
[ExplodingKonjac's solution](#)

51.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ExplodingKonjac's solution](#)

52.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[ExplodingKonjac's solution](#)

53.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ExplodingKonjac's solution](#)

54.

2148D

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

Quality: 26,741 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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55.

1876A

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Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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56.

74A

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Quality: 5,871 global accepts · Rating: 1000 · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ExplodingKonjac's solution](#)

57.

1798B

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58.

1785A

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Rating: 1000 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ExplodingKonjac's solution](#)

59.

1732A

[Bestie](#) · [Tutorial](#)

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60.

1715B

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61.

1713B

[Optimal Reduction](#) · [Tutorial](#)

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62.

1223B

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Quality: 15,895 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: strings

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63.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ExplodingKonjac's solution](#)

64.

2211B

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Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ExplodingKonjac's solution](#)

65.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[ExplodingKonjac's solution](#)

66.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ExplodingKonjac's solution](#)

67.

1731B

[Kill Demodogs](#) · [Tutorial](#)

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68.

1712C

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Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-16 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ExplodingKonjac's solution](#)

69.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ExplodingKonjac's solution](#)

70.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ExplodingKonjac's solution](#)

71.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

72.

1606B

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[ExplodingKonjac's solution](#)

73.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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74.

2174A

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Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

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75.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ExplodingKonjac's solution](#)

76.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[ExplodingKonjac's solution](#)

77.

802M1

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Quality: 3,677 global accepts · Rating: 1200 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ExplodingKonjac's solution](#)

78.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[ExplodingKonjac's solution](#)

79.

1734C

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Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ExplodingKonjac's solution](#)

80.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ExplodingKonjac's solution](#)

81.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[ExplodingKonjac's solution](#)

82.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
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83.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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84.

2211C1

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

Quality: 9,110 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
[ExplodingKonjac's solution](#)

85.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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86.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[ExplodingKonjac's solution](#)

87.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[ExplodingKonjac's solution](#)

88.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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89.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
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90.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[ExplodingKonjac's solution](#)

91.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · last AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[ExplodingKonjac's solution](#)

92.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy,

sortings

[ExplodingKonjac's solution](#)

93.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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94.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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95.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[ExplodingKonjac's solution](#)

96.

1602C

[Array Elimination](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[ExplodingKonjac's solution](#)

97.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ExplodingKonjac's solution](#)

98.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ExplodingKonjac's solution](#)

99.

1887A1

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

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

[ExplodingKonjac's solution](#)

100.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[ExplodingKonjac's solution](#)

101.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[ExplodingKonjac's solution](#)

102.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[ExplodingKonjac's solution](#)

103.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[ExplodingKonjac's solution](#)

104.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[ExplodingKonjac's solution](#)

105.

2153C

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

Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[ExplodingKonjac's solution](#)

106.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ExplodingKonjac's solution](#)

107.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[ExplodingKonjac's solution](#)

108.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[ExplodingKonjac's solution](#)

109.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[ExplodingKonjac's solution](#)

110.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[ExplodingKonjac's solution](#)

111.

2157D

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

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[ExplodingKonjac's solution](#)

112.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[ExplodingKonjac's solution](#)

113.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ExplodingKonjac's solution](#)

114.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[ExplodingKonjac's solution](#)

115.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[ExplodingKonjac's solution](#)

116.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[ExplodingKonjac's solution](#)

117.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2022-01-15 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ExplodingKonjac's solution](#)

118.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[ExplodingKonjac's solution](#)

119.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ExplodingKonjac's solution](#)

120.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ExplodingKonjac's solution](#)

121.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: trees

[ExplodingKonjac's solution](#)

122.

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[ExplodingKonjac's solution](#)

123.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[ExplodingKonjac's solution](#)

124.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[ExplodingKonjac's solution](#)

125.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[ExplodingKonjac's solution](#)

126.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[ExplodingKonjac's solution](#)

127.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[ExplodingKonjac's solution](#)

128.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[ExplodingKonjac's solution](#)

129.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[ExplodingKonjac's solution](#)

130.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-23 · last AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[ExplodingKonjac's solution](#)

131.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[ExplodingKonjac's solution](#)

132.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 1700 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[ExplodingKonjac's solution](#)

133.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[ExplodingKonjac's solution](#)

134.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1700 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ExplodingKonjac's solution](#)

135.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ExplodingKonjac's solution](#)

136.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[ExplodingKonjac's solution](#)

137.

2211C2

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

Quality: 3,675 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[ExplodingKonjac's solution](#)

138.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ExplodingKonjac's solution](#)

139.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ExplodingKonjac's solution](#)

140.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[ExplodingKonjac's solution](#)

141.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[ExplodingKonjac's solution](#)

142.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[ExplodingKonjac's solution](#)

143.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[ExplodingKonjac's solution](#)

144.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[ExplodingKonjac's solution](#)

145.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[ExplodingKonjac's solution](#)

146.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-06 · last AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[ExplodingKonjac's solution](#)

147.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[ExplodingKonjac's solution](#)

148.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[ExplodingKonjac's solution](#)

149.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[ExplodingKonjac's solution](#)

150.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[ExplodingKonjac's solution](#)

151.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings
[ExplodingKonjac's solution](#)

152.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ExplodingKonjac's solution](#)

153.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ExplodingKonjac's solution](#)

154.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ExplodingKonjac's solution](#)

155.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[ExplodingKonjac's solution](#)

156.

459D

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

Quality: 12,809 global accepts · Rating: 1800 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[ExplodingKonjac's solution](#)

157.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ExplodingKonjac's solution](#)

158.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[ExplodingKonjac's solution](#)

159.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: brute force, math

[ExplodingKonjac's solution](#)

160.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[ExplodingKonjac's solution](#)

161.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ExplodingKonjac's solution](#)

162.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ExplodingKonjac's solution](#)

163.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[ExplodingKonjac's solution](#)

164.

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[ExplodingKonjac's solution](#)

165.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[ExplodingKonjac's solution](#)

166.

1887A2

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

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

[ExplodingKonjac's solution](#)

167.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ExplodingKonjac's solution](#)

168.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[ExplodingKonjac's solution](#)

169.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ExplodingKonjac's solution](#)

170.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[ExplodingKonjac's solution](#)

171.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[ExplodingKonjac's solution](#)

172.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[ExplodingKonjac's solution](#)

173.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ExplodingKonjac's solution](#)

174.

1649E

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

Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[ExplodingKonjac's solution](#)

175.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[ExplodingKonjac's solution](#)

176.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ExplodingKonjac's solution](#)

177.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ExplodingKonjac's solution](#)

178.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ExplodingKonjac's solution](#)

179.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ExplodingKonjac's solution](#)

180.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[ExplodingKonjac's solution](#)

181.

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ExplodingKonjac's solution](#)

182.

2140D

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

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[ExplodingKonjac's solution](#)

183.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[ExplodingKonjac's solution](#)

184.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[ExplodingKonjac's solution](#)

185.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[ExplodingKonjac's solution](#)

186.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[ExplodingKonjac's solution](#)

187.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[ExplodingKonjac's solution](#)

188.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[ExplodingKonjac's solution](#)

189.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ExplodingKonjac's solution](#)

190.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ExplodingKonjac's solution](#)

191.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[ExplodingKonjac's solution](#)

192.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[ExplodingKonjac's solution](#)

193.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ExplodingKonjac's solution](#)

194.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[ExplodingKonjac's solution](#)

195.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[ExplodingKonjac's solution](#)

196.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ExplodingKonjac's solution](#)

197.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[ExplodingKonjac's solution](#)

198.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ExplodingKonjac's solution](#)

199.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[ExplodingKonjac's solution](#)

200.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[ExplodingKonjac's solution](#)

201.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[ExplodingKonjac's solution](#)

202.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[ExplodingKonjac's solution](#)

203.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[ExplodingKonjac's solution](#)

204.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[ExplodingKonjac's solution](#)

205.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2021-08-03 · last AC: 2021-08-03 · GNU C++11 (first AC) · Tags: *special, data structures

[ExplodingKonjac's solution](#)

206.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2021-07-29 · last AC: 2021-07-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[ExplodingKonjac's solution](#)

207.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[ExplodingKonjac's solution](#)

208.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2021-03-05 · last AC: 2021-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ExplodingKonjac's solution](#)

209.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[ExplodingKonjac's solution](#)

210.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ExplodingKonjac's solution](#)

211.

2150C

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

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ExplodingKonjac's solution](#)

212.

2135D1

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

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[ExplodingKonjac's solution](#)

213.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ExplodingKonjac's solution](#)

214.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[ExplodingKonjac's solution](#)

215.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ExplodingKonjac's solution](#)

216.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[ExplodingKonjac's solution](#)

217.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[ExplodingKonjac's solution](#)

218.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[ExplodingKonjac's solution](#)

219.

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[ExplodingKonjac's solution](#)

220.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[ExplodingKonjac's solution](#)

221.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[ExplodingKonjac's solution](#)

222.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[ExplodingKonjac's solution](#)

223.

1203F1

[Complete the Projects \(easy version\) · Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ExplodingKonjac's solution](#)

224.

689D

[Friends and Subsequences · Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ExplodingKonjac's solution](#)

225.

912D

[Fishes · Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[ExplodingKonjac's solution](#)

226.

301B

[Yaroslav and Time · Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[ExplodingKonjac's solution](#)

227.

372C

[Watching Fireworks is Fun · Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ExplodingKonjac's solution](#)

228.

665E

[Beautiful Subarrays · Tutorial](#)

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[ExplodingKonjac's solution](#)

229.

208E

[Blood Cousins · Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ExplodingKonjac's solution](#)

230.

414C

[Mashmikh and Reverse Operation · Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[ExplodingKonjac's solution](#)

231.

620E

[New Year Tree · Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[ExplodingKonjac's solution](#)

232.

2209E

[A Trivial String Problem · Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[ExplodingKonjac's solution](#)

233.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[ExplodingKonjac's solution](#)

234.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ExplodingKonjac's solution](#)

235.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math

[ExplodingKonjac's solution](#)

236.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ExplodingKonjac's solution](#)

237.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[ExplodingKonjac's solution](#)

238.

1785C

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

Rating: 2200 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[ExplodingKonjac's solution](#)

239.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[ExplodingKonjac's solution](#)

240.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[ExplodingKonjac's solution](#)

241.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[ExplodingKonjac's solution](#)

242.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[ExplodingKonjac's solution](#)

243.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[ExplodingKonjac's solution](#)

244.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ExplodingKonjac's solution](#)

245.

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[ExplodingKonjac's solution](#)

246.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ExplodingKonjac's solution](#)

247.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

248.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[ExplodingKonjac's solution](#)

249.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ExplodingKonjac's solution](#)

250.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ExplodingKonjac's solution](#)

251.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ExplodingKonjac's solution](#)

252.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ExplodingKonjac's solution](#)

253.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[ExplodingKonjac's solution](#)

254.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

255.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[ExplodingKonjac's solution](#)

256.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[ExplodingKonjac's solution](#)

257.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[ExplodingKonjac's solution](#)

258.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[ExplodingKonjac's solution](#)

259.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[ExplodingKonjac's solution](#)

260.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

261.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, data structures, ternary search

[ExplodingKonjac's solution](#)

262.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[ExplodingKonjac's solution](#)

263.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[ExplodingKonjac's solution](#)

264.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ExplodingKonjac's solution](#)

265.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[ExplodingKonjac's solution](#)

266.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[ExplodingKonjac's solution](#)

267.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · last AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[ExplodingKonjac's solution](#)

268.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ExplodingKonjac's solution](#)

269.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[ExplodingKonjac's solution](#)

270.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[ExplodingKonjac's solution](#)

271.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ExplodingKonjac's solution](#)

272.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ExplodingKonjac's solution](#)

273.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ExplodingKonjac's solution](#)

274.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[ExplodingKonjac's solution](#)

275.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

276.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ExplodingKonjac's solution](#)

277.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ExplodingKonjac's solution](#)

278.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[ExplodingKonjac's solution](#)

279.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ExplodingKonjac's solution](#)

280.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ExplodingKonjac's solution](#)

281.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ExplodingKonjac's solution](#)

282.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,752 global accepts · Rating: 2300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ExplodingKonjac's solution](#)

283.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ExplodingKonjac's solution](#)

284.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[ExplodingKonjac's solution](#)

285.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ExplodingKonjac's solution](#)

286.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-08-05 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[ExplodingKonjac's solution](#)

287.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[ExplodingKonjac's solution](#)

288.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[ExplodingKonjac's solution](#)

289.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

290.

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[ExplodingKonjac's solution](#)

291.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[ExplodingKonjac's solution](#)

292.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ExplodingKonjac's solution](#)

293.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and

conquer, dp, math

[ExplodingKonjac's solution](#)

294.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ExplodingKonjac's solution](#)

295.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ExplodingKonjac's solution](#)

296.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[ExplodingKonjac's solution](#)

297.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ExplodingKonjac's solution](#)

298.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ExplodingKonjac's solution](#)

299.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ExplodingKonjac's solution](#)

300.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ExplodingKonjac's solution](#)

301.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ExplodingKonjac's solution](#)

302.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[ExplodingKonjac's solution](#)

303.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[ExplodingKonjac's solution](#)

304.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[ExplodingKonjac's solution](#)

305.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[ExplodingKonjac's solution](#)

306.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ExplodingKonjac's solution](#)

307.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[ExplodingKonjac's solution](#)

308.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[ExplodingKonjac's solution](#)

309.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[ExplodingKonjac's solution](#)

310.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[ExplodingKonjac's solution](#)

311.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[ExplodingKonjac's solution](#)

312.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ExplodingKonjac's solution](#)

313.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[ExplodingKonjac's solution](#)

314.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ExplodingKonjac's solution](#)

315.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[ExplodingKonjac's solution](#)

316.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[ExplodingKonjac's solution](#)

317.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ExplodingKonjac's solution](#)

318.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[ExplodingKonjac's solution](#)

319.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ExplodingKonjac's solution](#)

320.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ExplodingKonjac's solution](#)

321.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory

[ExplodingKonjac's solution](#)

322.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ExplodingKonjac's solution](#)

323.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ExplodingKonjac's solution](#)

324.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ExplodingKonjac's solution](#)

325.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[ExplodingKonjac's solution](#)

326.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[ExplodingKonjac's solution](#)

327.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[ExplodingKonjac's solution](#)

328.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[ExplodingKonjac's solution](#)

329.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[ExplodingKonjac's solution](#)

330.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[ExplodingKonjac's solution](#)

331.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[ExplodingKonjac's solution](#)

332.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ExplodingKonjac's solution](#)

333.

2159D1

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

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ExplodingKonjac's solution](#)

334.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ExplodingKonjac's solution](#)

335.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[ExplodingKonjac's solution](#)

336.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[ExplodingKonjac's solution](#)

337.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ExplodingKonjac's solution](#)

338.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ExplodingKonjac's solution](#)

339.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[ExplodingKonjac's solution](#)

340.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[ExplodingKonjac's solution](#)

341.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ExplodingKonjac's solution](#)

342.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[ExplodingKonjac's solution](#)

343.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[ExplodingKonjac's solution](#)

344.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[ExplodingKonjac's solution](#)

345.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[ExplodingKonjac's solution](#)

346.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[ExplodingKonjac's solution](#)

347.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ExplodingKonjac's solution](#)

348.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ExplodingKonjac's solution](#)

349.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[ExplodingKonjac's solution](#)

350.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[ExplodingKonjac's solution](#)

351.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[ExplodingKonjac's solution](#)

352.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[ExplodingKonjac's solution](#)

353.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[ExplodingKonjac's solution](#)

354.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-16 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[ExplodingKonjac's solution](#)

355.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[ExplodingKonjac's solution](#)

356.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ExplodingKonjac's solution](#)

357.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[ExplodingKonjac's solution](#)

358.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy

[ExplodingKonjac's solution](#)

359.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[ExplodingKonjac's solution](#)

360.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[ExplodingKonjac's solution](#)

361.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ExplodingKonjac's solution](#)

362.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ExplodingKonjac's solution](#)

363.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft
[ExplodingKonjac's solution](#)

364.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft
[ExplodingKonjac's solution](#)

365.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[ExplodingKonjac's solution](#)

366.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[ExplodingKonjac's solution](#)

367.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-08-02 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures
[ExplodingKonjac's solution](#)

368.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, probabilities
[ExplodingKonjac's solution](#)

369.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: data structures, number theory
[ExplodingKonjac's solution](#)

370.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[ExplodingKonjac's solution](#)

371.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[ExplodingKonjac's solution](#)

372.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ExplodingKonjac's solution](#)

373.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp
[ExplodingKonjac's solution](#)

374.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees
[ExplodingKonjac's solution](#)

375.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[ExplodingKonjac's solution](#)

376.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[ExplodingKonjac's solution](#)

377.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[ExplodingKonjac's solution](#)

378.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[ExplodingKonjac's solution](#)

379.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[ExplodingKonjac's solution](#)

380.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[ExplodingKonjac's solution](#)

381.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[ExplodingKonjac's solution](#)

382.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[ExplodingKonjac's solution](#)

383.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[ExplodingKonjac's solution](#)

384.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[ExplodingKonjac's solution](#)

385.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[ExplodingKonjac's solution](#)

386.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[ExplodingKonjac's solution](#)

387.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[ExplodingKonjac's solution](#)

388.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[ExplodingKonjac's solution](#)

389.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ExplodingKonjac's solution](#)

390.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[ExplodingKonjac's solution](#)

391.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ExplodingKonjac's solution](#)

392.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[ExplodingKonjac's solution](#)

393.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[ExplodingKonjac's solution](#)

394.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ExplodingKonjac's solution](#)

395.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

396.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ExplodingKonjac's solution](#)

397.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[ExplodingKonjac's solution](#)

398.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ExplodingKonjac's solution](#)

399.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[ExplodingKonjac's solution](#)

400.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[ExplodingKonjac's solution](#)

401.

1514E

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

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[ExplodingKonjac's solution](#)

402.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ExplodingKonjac's solution](#)

403.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[ExplodingKonjac's solution](#)

404.

1789F

[Serval and Brain Power](#) · Tutorial

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[ExplodingKonjac's solution](#)

405.

1672H

[Zigu Zagu](#) · Tutorial

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ExplodingKonjac's solution](#)

406.

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[ExplodingKonjac's solution](#)

407.

1750F

[Majority](#) · Tutorial

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[ExplodingKonjac's solution](#)

408.

1511F

[Chainword](#) · Tutorial

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[ExplodingKonjac's solution](#)

409.

1422E

[Minlexes](#) · Tutorial

Quality: 855 global accepts · Rating: 2700 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[ExplodingKonjac's solution](#)

410.

477D

[Dreamoon and Binary](#) · Tutorial

Quality: 593 global accepts · Rating: 2700 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[ExplodingKonjac's solution](#)

411.

1715F

[Crop Squares](#) · Tutorial

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[ExplodingKonjac's solution](#)

412.

1720E

[Misha and Paintings](#) · Tutorial

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[ExplodingKonjac's solution](#)

413.

1627F

[Not Splitting](#) · Tutorial

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[ExplodingKonjac's solution](#)

414.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[ExplodingKonjac's solution](#)

415.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[ExplodingKonjac's solution](#)

416.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ExplodingKonjac's solution](#)

417.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ExplodingKonjac's solution](#)

418.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[ExplodingKonjac's solution](#)

419.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ExplodingKonjac's solution](#)

420.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[ExplodingKonjac's solution](#)

421.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[ExplodingKonjac's solution](#)

422.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[ExplodingKonjac's solution](#)

423.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-08-01 · last AC: 2021-08-01 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[ExplodingKonjac's solution](#)

424.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[ExplodingKonjac's solution](#)

425.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[ExplodingKonjac's solution](#)

426.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[ExplodingKonjac's solution](#)

427.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[ExplodingKonjac's solution](#)

428.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ExplodingKonjac's solution](#)

429.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ExplodingKonjac's solution](#)

430.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ExplodingKonjac's solution](#)

431.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ExplodingKonjac's solution](#)

432.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[ExplodingKonjac's solution](#)

433.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[ExplodingKonjac's solution](#)

434.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[ExplodingKonjac's solution](#)

435.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[ExplodingKonjac's solution](#)

436.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ExplodingKonjac's solution](#)

437.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ExplodingKonjac's solution](#)

438.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[ExplodingKonjac's solution](#)

439.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ExplodingKonjac's solution](#)

440.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ExplodingKonjac's solution](#)

441.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[ExplodingKonjac's solution](#)

442.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[ExplodingKonjac's solution](#)

443.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[ExplodingKonjac's solution](#)

444.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities
[ExplodingKonjac's solution](#)

445.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory
[ExplodingKonjac's solution](#)

446.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[ExplodingKonjac's solution](#)

447.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings
[ExplodingKonjac's solution](#)

448.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings
[ExplodingKonjac's solution](#)

449.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
[ExplodingKonjac's solution](#)

450.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[ExplodingKonjac's solution](#)

451.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[ExplodingKonjac's solution](#)

452.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[ExplodingKonjac's solution](#)

453.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
[ExplodingKonjac's solution](#)

454.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

455.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

456.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

457.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[ExplodingKonjac's solution](#)

458.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[ExplodingKonjac's solution](#)

459.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-10 · last AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[ExplodingKonjac's solution](#)

460.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ExplodingKonjac's solution](#)

461.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ExplodingKonjac's solution](#)

462.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[ExplodingKonjac's solution](#)

463.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[ExplodingKonjac's solution](#)

464.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, number theory

[ExplodingKonjac's solution](#)

465.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[ExplodingKonjac's solution](#)

466.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[ExplodingKonjac's solution](#)

467.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[ExplodingKonjac's solution](#)

468.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ExplodingKonjac's solution](#)

469.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ExplodingKonjac's solution](#)

470.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-08 · last AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

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471.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[ExplodingKonjac's solution](#)

472.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ExplodingKonjac's solution](#)

473.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ExplodingKonjac's solution](#)

474.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[ExplodingKonjac's solution](#)

475.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[ExplodingKonjac's solution](#)

476.

1920F2

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

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
[ExplodingKonjac's solution](#)

477.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[ExplodingKonjac's solution](#)

478.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[ExplodingKonjac's solution](#)

479.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[ExplodingKonjac's solution](#)

480.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[ExplodingKonjac's solution](#)

481.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory
[ExplodingKonjac's solution](#)

482.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[ExplodingKonjac's solution](#)

483.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ExplodingKonjac's solution](#)

484.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[ExplodingKonjac's solution](#)

485.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[ExplodingKonjac's solution](#)

486.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[ExplodingKonjac's solution](#)

487.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[ExplodingKonjac's solution](#)

488.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[ExplodingKonjac's solution](#)

489.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ExplodingKonjac's solution](#)

490.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[ExplodingKonjac's solution](#)

491.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[ExplodingKonjac's solution](#)

492.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[ExplodingKonjac's solution](#)

493.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[ExplodingKonjac's solution](#)

494.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[ExplodingKonjac's solution](#)

495.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[ExplodingKonjac's solution](#)

496.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[ExplodingKonjac's solution](#)

497.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ExplodingKonjac's solution](#)

498.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[ExplodingKonjac's solution](#)

499.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ExplodingKonjac's solution](#)

500.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[ExplodingKonjac's solution](#)

501.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[ExplodingKonjac's solution](#)

502.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[ExplodingKonjac's solution](#)

503.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[ExplodingKonjac's solution](#)

504.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar

[ExplodingKonjac's solution](#)

505.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ExplodingKonjac's solution](#)

506.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[ExplodingKonjac's solution](#)

507.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[ExplodingKonjac's solution](#)

508.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2023-06-12 · last AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ExplodingKonjac's solution](#)

509.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[ExplodingKonjac's solution](#)

510.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ExplodingKonjac's solution](#)

511.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ExplodingKonjac's solution](#)

512.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-02 · last AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

513.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, math

[ExplodingKonjac's solution](#)

514.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[ExplodingKonjac's solution](#)

515.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ExplodingKonjac's solution](#)

516.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[ExplodingKonjac's solution](#)

517.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

518.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ExplodingKonjac's solution](#)

519.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ExplodingKonjac's solution](#)

520.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[ExplodingKonjac's solution](#)

521.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[ExplodingKonjac's solution](#)

522.

2159D2

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

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ExplodingKonjac's solution](#)

523.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2025-10-03 · GNU C11 (first AC) · Tags: bitmasks, dp, math

[ExplodingKonjac's solution](#)

524.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[ExplodingKonjac's solution](#)

525.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ExplodingKonjac's solution](#)

526.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory, trees

[ExplodingKonjac's solution](#)

527.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[ExplodingKonjac's solution](#)

528.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[ExplodingKonjac's solution](#)

529.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[ExplodingKonjac's solution](#)

530.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[ExplodingKonjac's solution](#)

531.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: trees

[ExplodingKonjac's solution](#)

532.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[ExplodingKonjac's solution](#)

533.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[ExplodingKonjac's solution](#)

534.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[ExplodingKonjac's solution](#)

535.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs
[ExplodingKonjac's solution](#)

536.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, trees

[ExplodingKonjac's solution](#)

537.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[ExplodingKonjac's solution](#)

538.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[ExplodingKonjac's solution](#)

539.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[ExplodingKonjac's solution](#)

540.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ExplodingKonjac's solution](#)

541.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-04 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[ExplodingKonjac's solution](#)

542.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[ExplodingKonjac's solution](#)

543.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[ExplodingKonjac's solution](#)

544.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

545.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[ExplodingKonjac's solution](#)

546.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

547.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[ExplodingKonjac's solution](#)

548.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ExplodingKonjac's solution](#)

549.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ExplodingKonjac's solution](#)

550.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

551.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ExplodingKonjac's solution](#)

552.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[ExplodingKonjac's solution](#)

553.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ExplodingKonjac's solution](#)

554.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[ExplodingKonjac's solution](#)

555.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures

[ExplodingKonjac's solution](#)

556.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[ExplodingKonjac's solution](#)

557.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[ExplodingKonjac's solution](#)

558.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ExplodingKonjac's solution](#)

559.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[ExplodingKonjac's solution](#)

560.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[ExplodingKonjac's solution](#)

561.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[ExplodingKonjac's solution](#)

562.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ExplodingKonjac's solution](#)

563.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

564.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs

[ExplodingKonjac's solution](#)

565.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ExplodingKonjac's solution](#)

566.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[ExplodingKonjac's solution](#)

567.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, probabilities
[ExplodingKonjac's solution](#)

568.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ExplodingKonjac's solution](#)

569.

737E

[Tanya is 5!](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3300 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, graphs, greedy, schedules
[ExplodingKonjac's solution](#)

570.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-01-16 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[ExplodingKonjac's solution](#)

571.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[ExplodingKonjac's solution](#)

572.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[ExplodingKonjac's solution](#)

573.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-05-31 · last AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[ExplodingKonjac's solution](#)

574.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[ExplodingKonjac's solution](#)

575.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings
[ExplodingKonjac's solution](#)

576.

843D

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

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[ExplodingKonjac's solution](#)

577.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[ExplodingKonjac's solution](#)

578.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[ExplodingKonjac's solution](#)

579.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[ExplodingKonjac's solution](#)

580.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ExplodingKonjac's solution](#)

581.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[ExplodingKonjac's solution](#)

582.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[ExplodingKonjac's solution](#)

583.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[ExplodingKonjac's solution](#)

584.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[ExplodingKonjac's solution](#)

585.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

586.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ExplodingKonjac's solution](#)

587.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[ExplodingKonjac's solution](#)

588.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ExplodingKonjac's solution](#)

589.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[ExplodingKonjac's solution](#)

590.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[ExplodingKonjac's solution](#)

591.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ExplodingKonjac's solution](#)

592.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[ExplodingKonjac's solution](#)

593.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-04-06 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[ExplodingKonjac's solution](#)

594.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, trees

[ExplodingKonjac's solution](#)

595.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[ExplodingKonjac's solution](#)

596.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

597.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar
[ExplodingKonjac's solution](#)

598.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[ExplodingKonjac's solution](#)

599.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory
[ExplodingKonjac's solution](#)

600.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[ExplodingKonjac's solution](#)

601.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: games
[ExplodingKonjac's solution](#)

602.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[ExplodingKonjac's solution](#)

603.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive
[ExplodingKonjac's solution](#)

604.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[ExplodingKonjac's solution](#)

605.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ExplodingKonjac's solution](#)

606.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[ExplodingKonjac's solution](#)

607.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,770 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ExplodingKonjac's solution](#)

608.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[ExplodingKonjac's solution](#)

609.

2222B

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

Quality: 7,270 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ExplodingKonjac's solution](#)

610.

2222A

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

Quality: 9,984 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[ExplodingKonjac's solution](#)

611.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[ExplodingKonjac's solution](#)

612.

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

613.

104651I

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

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

614.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

615.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

616.

103861F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

617.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-05 · Python 3 (first AC) · Tags: *special, expression parsing, strings

[ExplodingKonjac's solution](#)

618.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

619.

101821E

[Guess Me If You Can](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

620.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

621.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

622.

101173B

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

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

623.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

624.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

625.

101480G

[Greenhouse Growth](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

626.

100299G

[History course](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

627.

101480C

[Cow Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

628.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

629.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

630.

103415B

[Sweeping Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

631.

103415G

[Slope](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

632.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

633.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)

634.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ExplodingKonjac's solution](#)