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Unique solved — ExtraNumber

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

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Filters: none

Count: 361

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1946A
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1797A
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1810B
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28.

1775A1

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30.

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34.

1759A

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42.

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1730A

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1734B

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52.

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1712A

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56.

1701B

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155A

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70.

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82.

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83.

1766B

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1704B

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1539A

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102.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[ExtraNumber's solution](#)

103.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[ExtraNumber's solution](#)

104.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ExtraNumber's solution](#)

105.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ExtraNumber's solution](#)

106.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ExtraNumber's solution](#)

107.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[ExtraNumber's solution](#)

108.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[ExtraNumber's solution](#)

109.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ExtraNumber's solution](#)

110.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ExtraNumber's solution](#)

111.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ExtraNumber's solution](#)

112.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ExtraNumber's solution](#)

113.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ExtraNumber's solution](#)

114.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ExtraNumber's solution](#)

115.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[ExtraNumber's solution](#)

116.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ExtraNumber's solution](#)

117.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[ExtraNumber's solution](#)

118.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ExtraNumber's solution](#)

119.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[ExtraNumber's solution](#)

120.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ExtraNumber's solution](#)

121.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ExtraNumber's solution](#)

122.

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ExtraNumber's solution](#)

123.

1820C

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

Rating: 1300 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ExtraNumber's solution](#)

124.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ExtraNumber's solution](#)

125.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[ExtraNumber's solution](#)

126.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ExtraNumber's solution](#)

127.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ExtraNumber's solution](#)

128.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ExtraNumber's solution](#)

129.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ExtraNumber's solution](#)

130.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ExtraNumber's solution](#)

131.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[ExtraNumber's solution](#)

132.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[ExtraNumber's solution](#)

133.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[ExtraNumber's solution](#)

134.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ExtraNumber's solution](#)

135.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ExtraNumber's solution](#)

136.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[ExtraNumber's solution](#)

137.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ExtraNumber's solution](#)

138.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[ExtraNumber's solution](#)

139.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[ExtraNumber's solution](#)

140.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ExtraNumber's solution](#)

141.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[ExtraNumber's solution](#)

142.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[ExtraNumber's solution](#)

143.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ExtraNumber's solution](#)

144.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[ExtraNumber's solution](#)

145.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[ExtraNumber's solution](#)

146.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[ExtraNumber's solution](#)

147.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ExtraNumber's solution](#)

148.

1760F

[Quests · Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ExtraNumber's solution](#)

149.

1740D

[Knowledge Cards · Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[ExtraNumber's solution](#)

150.

891A

[Pride · Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ExtraNumber's solution](#)

151.

892C

[Pride · Tutorial](#)

Rating: 1500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ExtraNumber's solution](#)

152.

1236B

[Alice and the List of Presents · Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ExtraNumber's solution](#)

153.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[ExtraNumber's solution](#)

154.

1673C

[Palindrome Basis · Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[ExtraNumber's solution](#)

155.

1490F

[Equalize the Array · Tutorial](#)

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[ExtraNumber's solution](#)

156.

1272D

[Remove One Element · Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ExtraNumber's solution](#)

157.

545C

[Woodcutters · Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ExtraNumber's solution](#)

158.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[ExtraNumber's solution](#)

159.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[ExtraNumber's solution](#)

160.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ExtraNumber's solution](#)

161.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ExtraNumber's solution](#)

162.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[ExtraNumber's solution](#)

163.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[ExtraNumber's solution](#)

164.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[ExtraNumber's solution](#)

165.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[ExtraNumber's solution](#)

166.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[ExtraNumber's solution](#)

167.

453A

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

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[ExtraNumber's solution](#)

168.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ExtraNumber's solution](#)

169.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[ExtraNumber's solution](#)

170.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[ExtraNumber's solution](#)

171.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ExtraNumber's solution](#)

172.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[ExtraNumber's solution](#)

173.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ExtraNumber's solution](#)

174.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ExtraNumber's solution](#)

175.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[ExtraNumber's solution](#)

176.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[ExtraNumber's solution](#)

177.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ExtraNumber's solution](#)

178.

1678C

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

Quality: 1600 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ExtraNumber's solution](#)

179.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[ExtraNumber's solution](#)

180.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[ExtraNumber's solution](#)

181.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[ExtraNumber's solution](#)

182.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ExtraNumber's solution](#)

183.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[ExtraNumber's solution](#)

184.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ExtraNumber's solution](#)

185.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ExtraNumber's solution](#)

186.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ExtraNumber's solution](#)

187.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[ExtraNumber's solution](#)

188.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[ExtraNumber's solution](#)

189.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[ExtraNumber's solution](#)

190.

155D

[Colliders](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ExtraNumber's solution](#)

191.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[ExtraNumber's solution](#)

192.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[ExtraNumber's solution](#)

193.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2022-06-15 · last AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ExtraNumber's solution](#)

194.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ExtraNumber's solution](#)

195.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[ExtraNumber's solution](#)

196.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[ExtraNumber's solution](#)

197.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2022-10-21 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ExtraNumber's solution](#)

198.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ExtraNumber's solution](#)

199.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[ExtraNumber's solution](#)

200.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[ExtraNumber's solution](#)

201.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[ExtraNumber's solution](#)

202.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[ExtraNumber's solution](#)

203.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[ExtraNumber's solution](#)

204.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[ExtraNumber's solution](#)

205.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[ExtraNumber's solution](#)

206.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ExtraNumber's solution](#)

207.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[ExtraNumber's solution](#)

208.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[ExtraNumber's solution](#)

209.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[ExtraNumber's solution](#)

210.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2022-07-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ExtraNumber's solution](#)

211.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ExtraNumber's solution](#)

212.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[ExtraNumber's solution](#)

213.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[ExtraNumber's solution](#)

214.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ExtraNumber's solution](#)

215.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[ExtraNumber's solution](#)

216.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2023-01-14 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ExtraNumber's solution](#)

217.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy,

implementation, math

[ExtraNumber's solution](#)

218.

1758D

[Range = " Sum Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[ExtraNumber's solution](#)

219.

1709C

[Recover an RBS · Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ExtraNumber's solution](#)

220.

1509C

[The Sports Festival · Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ExtraNumber's solution](#)

221.

1426E

[Rock, Paper, Scissors · Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[ExtraNumber's solution](#)

222.

1396B

[Stoned Game · Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ExtraNumber's solution](#)

223.

1250J

[The Parade · Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ExtraNumber's solution](#)

224.

1619D

[New Year's Problem · Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ExtraNumber's solution](#)

225.

220B

[Little Elephant and Array · Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[ExtraNumber's solution](#)

226.

911D

[Inversion Counting · Tutorial](#)

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ExtraNumber's solution](#)

227.

2217D

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

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[ExtraNumber's solution](#)

228.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[ExtraNumber's solution](#)

229.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ExtraNumber's solution](#)

230.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[ExtraNumber's solution](#)

231.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[ExtraNumber's solution](#)

232.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ExtraNumber's solution](#)

233.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ExtraNumber's solution](#)

234.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[ExtraNumber's solution](#)

235.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[ExtraNumber's solution](#)

236.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ExtraNumber's solution](#)

237.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[ExtraNumber's solution](#)

238.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ExtraNumber's solution](#)

239.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ExtraNumber's solution](#)

240.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ExtraNumber's solution](#)

241.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ExtraNumber's solution](#)

242.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[ExtraNumber's solution](#)

243.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[ExtraNumber's solution](#)

244.

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ExtraNumber's solution](#)

245.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[ExtraNumber's solution](#)

246.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ExtraNumber's solution](#)

247.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[ExtraNumber's solution](#)

248.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ExtraNumber's solution](#)

249.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ExtraNumber's solution](#)

250.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[ExtraNumber's solution](#)

251.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ExtraNumber's solution](#)

252.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[ExtraNumber's solution](#)

253.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ExtraNumber's solution](#)

254.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ExtraNumber's solution](#)

255.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ExtraNumber's solution](#)

256.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[ExtraNumber's solution](#)

257.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[ExtraNumber's solution](#)

258.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[ExtraNumber's solution](#)

259.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[ExtraNumber's solution](#)

260.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[ExtraNumber's solution](#)

261.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ExtraNumber's solution](#)

262.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[ExtraNumber's solution](#)

263.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ExtraNumber's solution](#)

264.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[ExtraNumber's solution](#)

265.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[ExtraNumber's solution](#)

266.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ExtraNumber's solution](#)

267.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-01-07 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ExtraNumber's solution](#)

268.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2022-10-21 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[ExtraNumber's solution](#)

269.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ExtraNumber's solution](#)

270.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[ExtraNumber's solution](#)

271.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ExtraNumber's solution](#)

272.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[ExtraNumber's solution](#)

273.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ExtraNumber's solution](#)

274.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ExtraNumber's solution](#)

275.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ExtraNumber's solution](#)

276.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ExtraNumber's solution](#)

277.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ExtraNumber's solution](#)

278.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ExtraNumber's solution](#)

279.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[ExtraNumber's solution](#)

280.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ExtraNumber's solution](#)

281.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExtraNumber's solution](#)

282.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[ExtraNumber's solution](#)

283.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ExtraNumber's solution](#)

284.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[ExtraNumber's solution](#)

285.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[ExtraNumber's solution](#)

286.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[ExtraNumber's solution](#)

287.

916D

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

Quality: 564 global accepts · Rating: 2200 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[ExtraNumber's solution](#)

288.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[ExtraNumber's solution](#)

289.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[ExtraNumber's solution](#)

290.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ExtraNumber's solution](#)

291.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ExtraNumber's solution](#)

292.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ExtraNumber's solution](#)

293.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[ExtraNumber's solution](#)

294.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[ExtraNumber's solution](#)

295.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ExtraNumber's solution](#)

296.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ExtraNumber's solution](#)

297.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ExtraNumber's solution](#)

298.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

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299.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: flows

[ExtraNumber's solution](#)

300.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ExtraNumber's solution](#)

301.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[ExtraNumber's solution](#)

302.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ExtraNumber's solution](#)

303.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ExtraNumber's solution](#)

304.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ExtraNumber's solution](#)

305.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[ExtraNumber's solution](#)

306.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[ExtraNumber's solution](#)

307.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ExtraNumber's solution](#)

308.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[ExtraNumber's solution](#)

309.

277E

[Binary Tree on Plane · Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees

[ExtraNumber's solution](#)

310.

1082G

[Petya and Graph · Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ExtraNumber's solution](#)

311.

865D

[Buy Low Sell High · Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ExtraNumber's solution](#)

312.

375D

[Tree and Queries · Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ExtraNumber's solution](#)

313.

1000F

[One Occurrence · Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ExtraNumber's solution](#)

314.

916E

[Jamie and Tree · Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ExtraNumber's solution](#)

315.

2022E1

[Billetes MX \(Easy Version\) · Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[ExtraNumber's solution](#)

316.

757E

[Bash Plays with Functions · Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[ExtraNumber's solution](#)

317.

55D

[Beautiful numbers · Tutorial](#)

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ExtraNumber's solution](#)

318.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExtraNumber's solution](#)

319.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[ExtraNumber's solution](#)

320.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[ExtraNumber's solution](#)

321.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ExtraNumber's solution](#)

322.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ExtraNumber's solution](#)

323.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ExtraNumber's solution](#)

324.

2208E

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

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ExtraNumber's solution](#)

325.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[ExtraNumber's solution](#)

326.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ExtraNumber's solution](#)

327.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[ExtraNumber's solution](#)

328.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[ExtraNumber's solution](#)

329.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ExtraNumber's solution](#)

330.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ExtraNumber's solution](#)

331.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, trees

[ExtraNumber's solution](#)

332.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ExtraNumber's solution](#)

333.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ExtraNumber's solution](#)

334.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[ExtraNumber's solution](#)

335.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[ExtraNumber's solution](#)

336.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ExtraNumber's solution](#)

337.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[ExtraNumber's solution](#)

338.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[ExtraNumber's solution](#)

339.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[ExtraNumber's solution](#)

340.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[ExtraNumber's solution](#)

341.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ExtraNumber's solution](#)

342.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ExtraNumber's solution](#)

343.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[ExtraNumber's solution](#)

344.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ExtraNumber's solution](#)

345.

2225E

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

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[ExtraNumber's solution](#)

346.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[ExtraNumber's solution](#)

347.

2225D

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

Quality: 6,630 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[ExtraNumber's solution](#)

348.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ExtraNumber's solution](#)

349.

2225B

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

Quality: 14,181 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ExtraNumber's solution](#)

350.

2225A

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

Quality: 17,725 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ExtraNumber's solution](#)

351.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

352.

104354I

[epkceab](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

353.

104354D

[Toxel N Tvoia, S'ih'N uL](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

354.

104354E

[we+5n3b](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

355.

104354G

[Toxel N TW&u;](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

356.

104354K

[c'RitN\(eP](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

357.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

358.

104354C

[Toxel N Tugrepu b Vh](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

359.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

360.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)

361.

104354A

[Asm813SW](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ExtraNumber's solution](#)