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Unique solved — FQR

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

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

Filters: none

Count: 669

1.

2183A

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

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[FQR 's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FQR 's solution](#)

3.

2179B

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

Quality: 28,339 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[FQR 's solution](#)

4.

2179A

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

Quality: 34,422 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[FQR 's solution](#)

5.

2173A

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

Quality: 23,781 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FQR 's solution](#)

6.

2157A

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

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[FQR 's solution](#)

7.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

[FQR 's solution](#)

8.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FQR 's solution](#)

9.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FQR 's solution](#)

10.

2149B

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

Quality: 33,042 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FQR 's solution](#)

11.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,908 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FQR 's solution](#)

12.

2147A

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

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

13.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[FQR 's solution](#)

14.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[FQR 's solution](#)

15.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,423 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[FQR 's solution](#)

16.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[FQR 's solution](#)

17.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FQR 's solution](#)

18.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[FQR 's solution](#)

19.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,344 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[FQR 's solution](#)

20.

2131B

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

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FQR 's solution](#)

21.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[FQR 's solution](#)

22.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FQR 's solution](#)

23.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[FQR 's solution](#)

24.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,488 global accepts · Rating: 800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FQR 's solution](#)

25.

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[FQR 's solution](#)

26.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FQR 's solution](#)

27.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

28.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FQR 's solution](#)

29.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[FQR 's solution](#)

30.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[FQR 's solution](#)

31.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[FQR_'s solution](#)

32.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FQR_'s solution](#)

33.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,226 global accepts · Rating: 800 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[FQR_'s solution](#)

34.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,968 global accepts · Rating: 800 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[FQR_'s solution](#)

35.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[FQR_'s solution](#)

36.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FQR_'s solution](#)

37.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FQR_'s solution](#)

38.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FQR_'s solution](#)

39.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FQR_'s solution](#)

40.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FQR_'s solution](#)

41.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[FQR_'s solution](#)

42.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,163 global accepts · Rating: 800 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[FQR 's solution](#)

43.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FQR 's solution](#)

44.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FQR 's solution](#)

45.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[FQR 's solution](#)

46.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[FQR 's solution](#)

47.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FQR 's solution](#)

48.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FQR 's solution](#)

49.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FQR 's solution](#)

50.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FQR 's solution](#)

51.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[FQR 's solution](#)

52.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[FQR 's solution](#)

- 53.**
1995A
[Diagonals](#) · [Tutorial](#)
Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[FQR 's solution](#)
- 54.**
1987A
[Upload More RAM](#) · [Tutorial](#)
Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[FQR 's solution](#)
- 55.**
1989A
[Catch the Coin](#) · [Tutorial](#)
Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[FQR 's solution](#)
- 56.**
1966A
[Card Exchange](#) · [Tutorial](#)
Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[FQR 's solution](#)
- 57.**
1956B
[Nene and the Card Game](#) · [Tutorial](#)
Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[FQR 's solution](#)
- 58.**
1956A
[Nene's Game](#) · [Tutorial](#)
Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[FQR 's solution](#)
- 59.**
1920A
[Satisfying Constraints](#) · [Tutorial](#)
Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[FQR 's solution](#)
- 60.**
1913A
[Rating Increase](#) · [Tutorial](#)
Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[FQR 's solution](#)
- 61.**
1903A
[Halloumi Boxes](#) · [Tutorial](#)
Quality: 79,633 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[FQR 's solution](#)
- 62.**
1901A
[Line Trip](#) · [Tutorial](#)
Quality: 75,304 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[FQR 's solution](#)
- 63.**
1894A
[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[FQR 's solution](#)

64.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,462 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[FQR 's solution](#)

65.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[FQR 's solution](#)

66.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,219 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[FQR 's solution](#)

67.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,820 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[FQR 's solution](#)

68.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[FQR 's solution](#)

69.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,048 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings
[FQR 's solution](#)

70.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[FQR 's solution](#)

71.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[FQR 's solution](#)

72.

1777A

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

Quality: 44,015 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[FQR 's solution](#)

73.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[FQR 's solution](#)

74.

1758A

[SSeeeiinnngg DDoouublllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, strings

[FQR_'s solution](#)

75.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,821 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[FQR_'s solution](#)

76.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[FQR_'s solution](#)

77.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[FQR_'s solution](#)

78.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,607 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[FQR_'s solution](#)

79.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[FQR_'s solution](#)

80.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[FQR_'s solution](#)

81.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[FQR_'s solution](#)

82.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FQR_'s solution](#)

83.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FQR_'s solution](#)

84.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FQR_'s solution](#)

85.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FQR 's solution](#)

86.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

87.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[FQR 's solution](#)

88.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[FQR 's solution](#)

89.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-16 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FQR 's solution](#)

90.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[FQR 's solution](#)

91.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

92.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,304 global accepts · Rating: 800 · first AC: 2022-10-13 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR 's solution](#)

93.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[FQR 's solution](#)

94.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-11 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[FQR 's solution](#)

95.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[FQR 's solution](#)

96.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,102 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[FQR 's solution](#)

97.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FQR 's solution](#)

98.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR 's solution](#)

99.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[FQR 's solution](#)

100.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[FQR 's solution](#)

101.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

102.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[FQR 's solution](#)

103.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[FQR 's solution](#)

104.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[FQR 's solution](#)

105.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[FQR 's solution](#)

106.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[FQR 's solution](#)

107.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR 's solution](#)

108.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,629 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR 's solution](#)

109.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · last AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FQR 's solution](#)

110.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FQR 's solution](#)

111.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[FQR 's solution](#)

112.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[FQR 's solution](#)

113.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[FQR 's solution](#)

114.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FQR 's solution](#)

115.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[FQR 's solution](#)

116.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FQR 's solution](#)

117.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FQR 's solution](#)

118.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FQR 's solution](#)

119.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-08-01 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[FQR 's solution](#)

120.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[FQR 's solution](#)

121.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FQR 's solution](#)

122.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[FQR 's solution](#)

123.

780A

[Andryusha and Socks](#) · [Tutorial](#)

Quality: 22,784 global accepts · Rating: 800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FQR 's solution](#)

124.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FQR 's solution](#)

125.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,673 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[FQR_'s solution](#)

126.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,859 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[FQR_'s solution](#)

127.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[FQR_'s solution](#)

128.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FQR_'s solution](#)

129.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[FQR_'s solution](#)

130.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FQR_'s solution](#)

131.

2132B

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

Quality: 33,548 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[FQR_'s solution](#)

132.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FQR_'s solution](#)

133.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[FQR_'s solution](#)

134.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[FQR_'s solution](#)

135.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[FQR_'s solution](#)

136.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation,

math

[FQR 's solution](#)

137.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FQR 's solution](#)

138.

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[FQR 's solution](#)

139.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

140.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[FQR 's solution](#)

141.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[FQR 's solution](#)

142.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,956 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[FQR 's solution](#)

143.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR 's solution](#)

144.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FQR 's solution](#)

145.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR 's solution](#)

146.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,549 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[FQR 's solution](#)

147.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[FQR 's solution](#)

148.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[FQR 's solution](#)

149.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,896 global accepts · Rating: 900 · first AC: 2022-08-01 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[FQR 's solution](#)

150.

115A

[Party](#) · [Tutorial](#)

Quality: 43,354 global accepts · Rating: 900 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[FQR 's solution](#)

151.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,422 global accepts · Rating: 900 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[FQR 's solution](#)

152.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[FQR 's solution](#)

153.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[FQR 's solution](#)

154.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FQR 's solution](#)

155.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[FQR 's solution](#)

156.

2148D

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

Quality: 26,742 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[FQR 's solution](#)

157.

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FQR 's solution](#)

158.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FQR 's solution](#)

159.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FQR 's solution](#)

160.

2005B1

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

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[FQR 's solution](#)

161.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[FQR 's solution](#)

162.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[FQR 's solution](#)

163.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[FQR 's solution](#)

164.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FQR 's solution](#)

165.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,254 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[FQR 's solution](#)

166.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[FQR 's solution](#)

167.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[FQR_'s solution](#)

168.

1786C

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

Quality: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[FQR_'s solution](#)

169.

1790C

[Premutation · Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[FQR_'s solution](#)

170.

1760D

[Challenging Valleys · Tutorial](#)

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[FQR_'s solution](#)

171.

1761B

[Elimination of a Ring · Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FQR_'s solution](#)

172.

1744C

[Traffic Light · Tutorial](#)

Quality: 44,099 global accepts · Rating: 1000 · first AC: 2022-10-16 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[FQR_'s solution](#)

173.

1721B

[Deadly Laser · Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-28 · last AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR_'s solution](#)

174.

1715B

[Beautiful Array · Tutorial](#)

Quality: 33,607 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FQR_'s solution](#)

175.

660B

[Seating On Bus · Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR_'s solution](#)

176.

450A

[Jzzhu and Children · Tutorial](#)

Quality: 44,407 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FQR_'s solution](#)

177.

1077B

[Disturbed People · Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FQR_'s solution](#)

178.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[FQR_'s solution](#)

179.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[FQR_'s solution](#)

180.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[FQR_'s solution](#)

181.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[FQR_'s solution](#)

182.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[FQR_'s solution](#)

183.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[FQR_'s solution](#)

184.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[FQR_'s solution](#)

185.

2179C

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

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings
[FQR_'s solution](#)

186.

2173B

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

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[FQR_'s solution](#)

187.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs
[FQR_'s solution](#)

188.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[FQR 's solution](#)

189.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FQR 's solution](#)

190.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[FQR 's solution](#)

191.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[FQR 's solution](#)

192.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[FQR 's solution](#)

193.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FQR 's solution](#)

194.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FQR 's solution](#)

195.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,012 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FQR 's solution](#)

196.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[FQR 's solution](#)

197.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[FQR 's solution](#)

198.

2036C

[Any and 1100](#) · [Tutorial](#)

Quality: 22,201 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[FQR 's solution](#)

199.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[FQR 's solution](#)

200.

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[FQR 's solution](#)

201.

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[FQR 's solution](#)

202.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[FQR 's solution](#)

203.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[FQR 's solution](#)

204.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[FQR 's solution](#)

205.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[FQR 's solution](#)

206.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1100 · first AC: 2022-11-18 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[FQR 's solution](#)

207.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[FQR 's solution](#)

208.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2022-09-09 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[FQR 's solution](#)

209.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[FQR 's solution](#)

210.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,107 global accepts · Rating: 1100 · first AC: 2022-10-13 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[FQR 's solution](#)

211.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[FQR 's solution](#)

212.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[FQR 's solution](#)

213.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[FQR 's solution](#)

214.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[FQR 's solution](#)

215.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[FQR 's solution](#)

216.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FQR 's solution](#)

217.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[FQR 's solution](#)

218.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FQR 's solution](#)

219.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[FQR 's solution](#)

220.

527A

[Playing with Paper · Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FQR 's solution](#)

221.

2178C

[First or Second · Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[FQR 's solution](#)

222.

2181H

[Honey Cake · Tutorial](#)

Quality: 6,606 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[FQR 's solution](#)

223.

2161C

[Loyalty · Tutorial](#)

Quality: 12,557 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[FQR 's solution](#)

224.

2149D

[A and B · Tutorial](#)

Quality: 19,353 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[FQR 's solution](#)

225.

2148E

[Split · Tutorial](#)

Quality: 14,067 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[FQR 's solution](#)

226.

2134C

[Even Larger · Tutorial](#)

Quality: 18,679 global accepts · Rating: 1200 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[FQR 's solution](#)

227.

2134B

[Add 0 or K · Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[FQR 's solution](#)

228.

2135A

[Against the Difference · Tutorial](#)

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[FQR 's solution](#)

229.

2119B

[Line Segments · Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[FQR 's solution](#)

230.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,595 global accepts · Rating: 1200 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[FQR 's solution](#)

231.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[FQR 's solution](#)

232.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[FQR 's solution](#)

233.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[FQR 's solution](#)

234.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[FQR 's solution](#)

235.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[FQR 's solution](#)

236.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[FQR 's solution](#)

237.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[FQR 's solution](#)

238.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[FQR 's solution](#)

239.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[FQR 's solution](#)

240.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[FQR_'s solution](#)

241.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,565 global accepts · Rating: 1200 · first AC: 2023-01-27 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[FQR_'s solution](#)

242.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[FQR_'s solution](#)

243.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[FQR_'s solution](#)

244.

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[FQR_'s solution](#)

245.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-13 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[FQR_'s solution](#)

246.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,259 global accepts · Rating: 1200 · first AC: 2022-10-10 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[FQR_'s solution](#)

247.

1015B

[Obtaining the String](#) · [Tutorial](#)

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR_'s solution](#)

248.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FQR_'s solution](#)

249.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[FQR_'s solution](#)

250.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FQR 's solution](#)

251.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[FQR 's solution](#)

252.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[FQR 's solution](#)

253.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[FQR 's solution](#)

254.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[FQR 's solution](#)

255.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[FQR 's solution](#)

256.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FQR 's solution](#)

257.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[FQR 's solution](#)

258.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

[FQR 's solution](#)

259.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[FQR 's solution](#)

260.

2201A1

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[FQR 's solution](#)

261.

2187A

[Restricted Sorting · Tutorial](#)

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FQR 's solution](#)

262.

2179D

[Blackslex and Penguin Civilization · Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FQR 's solution](#)

263.

2181A

[Alphabet City · Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[FQR 's solution](#)

264.

2152B

[Catching the Krug · Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[FQR 's solution](#)

265.

2150A

[Incremental Path · Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[FQR 's solution](#)

266.

2143C

[Max Tree · Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FQR 's solution](#)

267.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[FQR 's solution](#)

268.

2119C

[A Good Problem · Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[FQR 's solution](#)

269.

2129A

[Double Perspective · Tutorial](#)

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[FQR 's solution](#)

270.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[FQR 's solution](#)

271.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FQR 's solution](#)

272.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FQR 's solution](#)

273.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[FQR 's solution](#)

274.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[FQR 's solution](#)

275.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[FQR 's solution](#)

276.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,989 global accepts · Rating: 1300 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[FQR 's solution](#)

277.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[FQR 's solution](#)

278.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

279.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[FQR_'s solution](#)

280.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[FQR_'s solution](#)

281.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2022-07-03 · last AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FQR_'s solution](#)

282.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[FQR_'s solution](#)

283.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[FQR_'s solution](#)

284.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-11 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[FQR_'s solution](#)

285.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[FQR_'s solution](#)

286.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[FQR_'s solution](#)

287.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[FQR_'s solution](#)

288.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[FQR_'s solution](#)

289.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[FQR_'s solution](#)

290.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[FQR 's solution](#)

291.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FQR 's solution](#)

292.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FQR 's solution](#)

293.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FQR 's solution](#)

294.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[FQR 's solution](#)

295.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, sortings, strings

[FQR 's solution](#)

296.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[FQR 's solution](#)

297.

303A

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

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[FQR 's solution](#)

298.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,107 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[FQR 's solution](#)

299.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-06-15 · last AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[FQR 's solution](#)

300.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FQR 's solution](#)

301.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[FQR 's solution](#)

302.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[FQR 's solution](#)

303.

2173C

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

Quality: 12,390 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[FQR 's solution](#)

304.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,251 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FQR 's solution](#)

305.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[FQR 's solution](#)

306.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[FQR 's solution](#)

307.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[FQR 's solution](#)

308.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,121 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[FQR 's solution](#)

309.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[FQR 's solution](#)

310.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[FQR 's solution](#)

311.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[FQR 's solution](#)

312.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[FQR 's solution](#)

313.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[FQR 's solution](#)

314.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[FQR 's solution](#)

315.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[FQR 's solution](#)

316.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[FQR 's solution](#)

317.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[FQR 's solution](#)

318.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[FQR 's solution](#)

319.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[FQR 's solution](#)

320.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers
[FQR 's solution](#)

321.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math
[FQR 's solution](#)

322.

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[FQR 's solution](#)

323.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[FQR 's solution](#)

324.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[FQR 's solution](#)

325.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[FQR 's solution](#)

326.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[FQR 's solution](#)

327.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[FQR 's solution](#)

328.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[FQR 's solution](#)

329.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-21 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[FQR 's solution](#)

330.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[FQR_'s solution](#)

331.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[FQR_'s solution](#)

332.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, implementation

[FQR_'s solution](#)

333.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[FQR_'s solution](#)

334.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2022-09-23 · last AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[FQR_'s solution](#)

335.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[FQR_'s solution](#)

336.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[FQR_'s solution](#)

337.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,377 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[FQR_'s solution](#)

338.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[FQR_'s solution](#)

339.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FQR_'s solution](#)

340.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, sortings

[FQR 's solution](#)

341.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,709 global accepts · Rating: 1400 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[FQR 's solution](#)

342.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[FQR 's solution](#)

343.

865A

[Save the problem!](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 1400 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FQR 's solution](#)

344.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, matrices

[FQR 's solution](#)

345.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[FQR 's solution](#)

346.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[FQR 's solution](#)

347.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[FQR 's solution](#)

348.

2149E

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

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[FQR 's solution](#)

349.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[FQR 's solution](#)

350.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FQR_'s solution](#)

351.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[FQR_'s solution](#)

352.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[FQR_'s solution](#)

353.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[FQR_'s solution](#)

354.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[FQR_'s solution](#)

355.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[FQR_'s solution](#)

356.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[FQR_'s solution](#)

357.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[FQR_'s solution](#)

358.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FQR_'s solution](#)

359.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[FQR_'s solution](#)

360.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

361.

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[FQR 's solution](#)

362.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[FQR 's solution](#)

363.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[FQR 's solution](#)

364.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[FQR 's solution](#)

365.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[FQR 's solution](#)

366.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[FQR 's solution](#)

367.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[FQR 's solution](#)

368.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[FQR 's solution](#)

369.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[FQR 's solution](#)

370.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[FQR_'s solution](#)

371.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[FQR_'s solution](#)

372.

2157D

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

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[FQR_'s solution](#)

373.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,824 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[FQR_'s solution](#)

374.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,288 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[FQR_'s solution](#)

375.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[FQR_'s solution](#)

376.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[FQR_'s solution](#)

377.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[FQR_'s solution](#)

378.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[FQR_'s solution](#)

379.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[FQR_'s solution](#)

380.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[FQR 's solution](#)

381.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[FQR 's solution](#)

382.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FQR 's solution](#)

383.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[FQR 's solution](#)

384.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[FQR 's solution](#)

385.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[FQR 's solution](#)

386.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[FQR 's solution](#)

387.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[FQR 's solution](#)

388.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[FQR 's solution](#)

389.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

[FQR 's solution](#)

390.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[FQR 's solution](#)

391.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math
[FQR 's solution](#)

392.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[FQR 's solution](#)

393.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[FQR 's solution](#)

394.

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[FQR 's solution](#)

395.

2201A2

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

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[FQR 's solution](#)

396.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[FQR 's solution](#)

397.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[FQR 's solution](#)

398.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[FQR 's solution](#)

399.

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
[FQR 's solution](#)

400.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[FQR 's solution](#)

401.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics,

implementation, math

[FQR_'s solution](#)

402.

2147D

[Game on Array](#) · [Tutorial](#)

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

[FQR_'s solution](#)

403.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[FQR_'s solution](#)

404.

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[FQR_'s solution](#)

405.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[FQR_'s solution](#)

406.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[FQR_'s solution](#)

407.

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[FQR_'s solution](#)

408.

2053D

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

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

[FQR_'s solution](#)

409.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[FQR_'s solution](#)

410.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[FQR_'s solution](#)

411.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[FQR 's solution](#)

412.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[FQR 's solution](#)

413.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[FQR 's solution](#)

414.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[FQR 's solution](#)

415.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[FQR 's solution](#)

416.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[FQR 's solution](#)

417.

126B

[Password](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 1700 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[FQR 's solution](#)

418.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: games

[FQR 's solution](#)

419.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FQR 's solution](#)

420.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[FQR 's solution](#)

421.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[FQR 's solution](#)

422.

2179E

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

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[FQR 's solution](#)

423.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[FQR 's solution](#)

424.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[FQR 's solution](#)

425.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[FQR 's solution](#)

426.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[FQR 's solution](#)

427.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[FQR 's solution](#)

428.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[FQR 's solution](#)

429.

2039C2

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

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

[FQR 's solution](#)

430.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[FQR 's solution](#)

431.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[FQR 's solution](#)

432.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[FQR 's solution](#)

433.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[FQR 's solution](#)

434.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[FQR 's solution](#)

435.

67B

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

Quality: 944 global accepts · Rating: 1800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FQR 's solution](#)

436.

2173D

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

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[FQR 's solution](#)

437.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[FQR 's solution](#)

438.

2149F

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

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[FQR 's solution](#)

439.

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[FQR 's solution](#)

440.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[FQR 's solution](#)

441.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FQR 's solution](#)

442.

2131F

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

Quality: 4,724 global accepts · Rating: 1900 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[FQR 's solution](#)

443.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[FQR 's solution](#)

444.

2129C1

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[FQR 's solution](#)

445.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[FQR 's solution](#)

446.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[FQR 's solution](#)

447.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[FQR 's solution](#)

448.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[FQR 's solution](#)

449.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[FQR 's solution](#)

450.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures,

implementation, sortings, two pointers

[FQR 's solution](#)

451.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[FQR 's solution](#)

452.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[FQR 's solution](#)

453.

2014H

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

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[FQR 's solution](#)

454.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math

[FQR 's solution](#)

455.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[FQR 's solution](#)

456.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[FQR 's solution](#)

457.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[FQR 's solution](#)

458.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[FQR 's solution](#)

459.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[FQR 's solution](#)

460.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[FQR 's solution](#)

461.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[FQR 's solution](#)

462.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[FQR 's solution](#)

463.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[FQR 's solution](#)

464.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[FQR 's solution](#)

465.

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[FQR 's solution](#)

466.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[FQR 's solution](#)

467.

2179F

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[FQR 's solution](#)

468.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[FQR 's solution](#)

469.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[FQR 's solution](#)

470.

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[FQR_'s solution](#)

471.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[FQR_'s solution](#)

472.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[FQR_'s solution](#)

473.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FQR_'s solution](#)

474.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[FQR_'s solution](#)

475.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[FQR_'s solution](#)

476.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FQR_'s solution](#)

477.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[FQR_'s solution](#)

478.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[FQR_'s solution](#)

479.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[FQR_'s solution](#)

480.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[FQR_'s solution](#)

481.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[FQR_'s solution](#)

482.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[FQR_'s solution](#)

483.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[FQR_'s solution](#)

484.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[FQR_'s solution](#)

485.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[FQR_'s solution](#)

486.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[FQR_'s solution](#)

487.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[FQR_'s solution](#)

488.

2152E

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

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

[FQR_'s solution](#)

489.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, divide and conquer, probabilities

[FQR_'s solution](#)

490.

2150C

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Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FQR_'s solution](#)

491.

2135D1

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

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[FQR_'s solution](#)

492.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[FQR_'s solution](#)

493.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[FQR_'s solution](#)

494.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FQR_'s solution](#)

495.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FQR_'s solution](#)

496.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[FQR_'s solution](#)

497.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[FQR_'s solution](#)

498.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[FQR_'s solution](#)

499.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

data structures, dfs and similar, trees

[FQR_'s solution](#)

500.

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[FQR_'s solution](#)

501.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[FQR_'s solution](#)

502.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[FQR_'s solution](#)

503.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[FQR_'s solution](#)

504.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[FQR_'s solution](#)

505.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[FQR_'s solution](#)

506.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[FQR_'s solution](#)

507.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[FQR_'s solution](#)

508.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FQR_'s solution](#)

509.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[FQR's solution](#)

510.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[FQR's solution](#)

511.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[FQR's solution](#)

512.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[FQR's solution](#)

513.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[FQR's solution](#)

514.

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

[FQR's solution](#)

515.

2147E

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

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

[FQR's solution](#)

516.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[FQR's solution](#)

517.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[FQR's solution](#)

518.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[FQR_'s solution](#)

519.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[FQR_'s solution](#)

520.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[FQR_'s solution](#)

521.

2097B

[Baggage Claim](#) · [Tutorial](#)

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

[FQR_'s solution](#)

522.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FQR_'s solution](#)

523.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[FQR_'s solution](#)

524.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[FQR_'s solution](#)

525.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2024-10-22 · last AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[FQR_'s solution](#)

526.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[FQR_'s solution](#)

527.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2024-06-29 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[FQR_'s solution](#)

528.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[FQR 's solution](#)

529.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[FQR 's solution](#)

530.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[FQR 's solution](#)

531.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[FQR 's solution](#)

532.

438D

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

Quality: 11,601 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[FQR 's solution](#)

533.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[FQR 's solution](#)

534.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[FQR 's solution](#)

535.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[FQR 's solution](#)

536.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[FQR 's solution](#)

537.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FQR 's solution](#)

538.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[FQR 's solution](#)

539.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[FQR 's solution](#)

540.

24D

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Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[FQR 's solution](#)

541.

1106F

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Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[FQR 's solution](#)

542.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, sortings

[FQR 's solution](#)

543.

311B

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Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FQR 's solution](#)

544.

1000F

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Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[FQR 's solution](#)

545.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[FQR 's solution](#)

546.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[FQR 's solution](#)

547.

2140E2

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Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[FQR 's solution](#)

548.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[FQR 's solution](#)

549.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[FQR 's solution](#)

550.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[FQR 's solution](#)

551.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[FQR 's solution](#)

552.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[FQR 's solution](#)

553.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[FQR 's solution](#)

554.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[FQR 's solution](#)

555.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[FQR 's solution](#)

556.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[FQR 's solution](#)

557.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[FQR 's solution](#)

558.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[FQR 's solution](#)

559.

468C

[Hack it! · Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-08-21 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[FQR_'s solution](#)

560.

914G

[Sum the Fibonacci · Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[FQR_'s solution](#)

561.

1679F

[Formalism for Formalism · Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[FQR_'s solution](#)

562.

1740F

[Conditional Mix · Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FQR_'s solution](#)

563.

321E

[Ciel and Gondolas · Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[FQR_'s solution](#)

564.

2122E

[Greedy Grid Counting · Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[FQR_'s solution](#)

565.

285E

[Positions in Permutations · Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[FQR_'s solution](#)

566.

1530F

[Bingo · Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[FQR_'s solution](#)

567.

1827C

[Palindrome Partition · Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[FQR_'s solution](#)

568.

622F

[The Sum of the k-th Powers · Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FQR_'s solution](#)

569.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[FQR_'s solution](#)

570.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[FQR_'s solution](#)

571.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[FQR_'s solution](#)

572.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[FQR_'s solution](#)

573.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings, two pointers

[FQR_'s solution](#)

574.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, math, matrices

[FQR_'s solution](#)

575.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[FQR_'s solution](#)

576.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[FQR_'s solution](#)

577.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[FQR_'s solution](#)

578.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[FQR_'s solution](#)

579.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[FQR_'s solution](#)

580.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[FQR_'s solution](#)

581.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[FQR_'s solution](#)

582.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[FQR_'s solution](#)

583.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[FQR_'s solution](#)

584.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[FQR_'s solution](#)

585.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, trees

[FQR_'s solution](#)

586.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[FQR_'s solution](#)

587.

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[FQR_'s solution](#)

588.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[FQR_'s solution](#)

589.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[FQR_'s solution](#)

590.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[FQR_'s solution](#)

591.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[FQR_'s solution](#)

592.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[FQR_'s solution](#)

593.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[FQR_'s solution](#)

594.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FQR_'s solution](#)

595.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[FQR_'s solution](#)

596.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[FQR_'s solution](#)

597.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[FQR_'s solution](#)

598.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[FQR_'s solution](#)

599.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[FQR_'s solution](#)

600.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: strings, trees

[FQR_'s solution](#)

601.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FQR_'s solution](#)

602.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[FQR_'s solution](#)

603.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[FQR_'s solution](#)

604.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[FQR_'s solution](#)

605.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[FQR_'s solution](#)

606.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[FQR_'s solution](#)

607.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: strings

[FQR_'s solution](#)

608.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[FQR_'s solution](#)

609.

1776M

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

Quality: 508 global accepts · Rating: 3000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, trees
[FQR 's solution](#)

610.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[FQR 's solution](#)

611.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[FQR 's solution](#)

612.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[FQR 's solution](#)

613.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[FQR 's solution](#)

614.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[FQR 's solution](#)

615.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings
[FQR 's solution](#)

616.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[FQR 's solution](#)

617.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[FQR 's solution](#)

618.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[FQR 's solution](#)

619.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[FQR 's solution](#)

620.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[FQR 's solution](#)

621.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-11-29 · last AC: 2025-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[FQR 's solution](#)

622.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[FQR 's solution](#)

623.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[FQR 's solution](#)

624.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[FQR 's solution](#)

625.

1425C

[Captain of Knights](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FQR 's solution](#)

626.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[FQR 's solution](#)

627.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, games

[FQR 's solution](#)

628.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, trees

[FQR 's solution](#)

629.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[FQR 's solution](#)

630.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[FQR 's solution](#)

631.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[FQR 's solution](#)

632.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[FQR 's solution](#)

633.

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[FQR 's solution](#)

634.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[FQR 's solution](#)

635.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices, trees

[FQR 's solution](#)

636.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: games

[FQR 's solution](#)

637.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[FQR 's solution](#)

638.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[FQR 's solution](#)

639.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy

[FQR 's solution](#)

640.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[FQR 's solution](#)

641.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[FQR 's solution](#)

642.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[FQR 's solution](#)

643.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing

[FQR 's solution](#)

644.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[FQR 's solution](#)

645.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[FQR 's solution](#)

646.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[FQR 's solution](#)

647.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[FQR 's solution](#)

648.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math

[FQR 's solution](#)

649.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[FQR_'s solution](#)

650.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[FQR_'s solution](#)

651.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[FQR_'s solution](#)

652.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[FQR_'s solution](#)

653.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[FQR_'s solution](#)

654.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[FQR_'s solution](#)

655.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[FQR_'s solution](#)

656.

1081H

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

Quality: 131 global accepts · Rating: 3500 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[FQR_'s solution](#)

657.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[FQR_'s solution](#)

658.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FQR_'s solution](#)

659.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FQR_'s solution](#)

660.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FQR_'s solution](#)

661.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[FQR_'s solution](#)

662.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[FQR_'s solution](#)

663.

2222D

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

Quality: 3,184 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[FQR_'s solution](#)

664.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,772 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[FQR_'s solution](#)

665.

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

[FQR_'s solution](#)

666.

2222A

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

Quality: 9,989 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[FQR_'s solution](#)

667.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[FQR_'s solution](#)

668.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FQR_'s solution](#)

669.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FQR_'s solution](#)