

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

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# Unique solved — FantasyNumber

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

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

Filters: none

Count: 1,308

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,772 global accepts · Rating: 800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[FantasyNumber's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FantasyNumber's solution](#)

3.

2157A

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

Quality: 16,494 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[FantasyNumber's solution](#)

4.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[FantasyNumber's solution](#)

5.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

[FantasyNumber's solution](#)

6.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FantasyNumber's solution](#)

7.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FantasyNumber's solution](#)

8.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

9.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FantasyNumber's solution](#)

10.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FantasyNumber's solution](#)

**11.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[FantasyNumber's solution](#)

**12.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FantasyNumber's solution](#)

**13.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[FantasyNumber's solution](#)

**14.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FantasyNumber's solution](#)

**15.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**16.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**17.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[FantasyNumber's solution](#)

**18.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FantasyNumber's solution](#)

**19.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[FantasyNumber's solution](#)

**20.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FantasyNumber's solution](#)

**21.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FantasyNumber's solution](#)

**22.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**23.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**24.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FantasyNumber's solution](#)

**25.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**26.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[FantasyNumber's solution](#)

**27.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[FantasyNumber's solution](#)

**28.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**29.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[FantasyNumber's solution](#)

**30.**

1786A2

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

Quality: 12,218 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**31.**

1786A1

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

Quality: 14,819 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**32.**

1804A

[Lame King · Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FantasyNumber's solution](#)

**33.**

2002A

[Distanced Coloring · Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[FantasyNumber's solution](#)

**34.**

1994A

[Diverse Game · Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FantasyNumber's solution](#)

**35.**

1975A

[Bazoka and Mocha's Array · Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[FantasyNumber's solution](#)

**36.**

1766A

[Extremely Round · Tutorial](#)

Quality: 46,012 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[FantasyNumber's solution](#)

**37.**

1767B

[Block Towers · Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[FantasyNumber's solution](#)

**38.**

1767A

[Cut the Triangle · Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**39.**

1783A

[Make it Beautiful · Tutorial](#)

Quality: 48,718 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings

[FantasyNumber's solution](#)

**40.**

1796A

[Typical Interview Problem · Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[FantasyNumber's solution](#)

**41.**

1935A

[Entertainment in MAC · Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[FantasyNumber's solution](#)

42.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers  
[FantasyNumber's solution](#)

43.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[FantasyNumber's solution](#)

44.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[FantasyNumber's solution](#)

45.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[FantasyNumber's solution](#)

46.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[FantasyNumber's solution](#)

47.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[FantasyNumber's solution](#)

48.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[FantasyNumber's solution](#)

49.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math  
[FantasyNumber's solution](#)

50.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[FantasyNumber's solution](#)

51.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[FantasyNumber's solution](#)

52.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[FantasyNumber's solution](#)

**53.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[FantasyNumber's solution](#)

**54.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: math  
[FantasyNumber's solution](#)

**55.**

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math  
[FantasyNumber's solution](#)

**56.**

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[FantasyNumber's solution](#)

**57.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math  
[FantasyNumber's solution](#)

**58.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[FantasyNumber's solution](#)

**59.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[FantasyNumber's solution](#)

**60.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,317 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math  
[FantasyNumber's solution](#)

**61.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[FantasyNumber's solution](#)

**62.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[FantasyNumber's solution](#)

- 63.**  
1842A  
[Tenzing and Tsondu](#) · [Tutorial](#)  
Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
[FantasyNumber's solution](#)
- 64.**  
1870A  
[MEXanized Array](#) · [Tutorial](#)  
Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[FantasyNumber's solution](#)
- 65.**  
1882A  
[Increasing Sequence](#) · [Tutorial](#)  
Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[FantasyNumber's solution](#)
- 66.**  
1863A  
[Channel](#) · [Tutorial](#)  
Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[FantasyNumber's solution](#)
- 67.**  
1859A  
[United We Stand](#) · [Tutorial](#)  
Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[FantasyNumber's solution](#)
- 68.**  
1856A  
[Tales of a Sort](#) · [Tutorial](#)  
Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[FantasyNumber's solution](#)
- 69.**  
1834A  
[Unit Array](#) · [Tutorial](#)  
Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[FantasyNumber's solution](#)
- 70.**  
1841A  
[Game with Board](#) · [Tutorial](#)  
Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games  
[FantasyNumber's solution](#)
- 71.**  
1840A  
[Cipher Shifer](#) · [Tutorial](#)  
Quality: 38,052 global accepts · Rating: 800 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers  
[FantasyNumber's solution](#)
- 72.**  
1838A  
[Blackboard List](#) · [Tutorial](#)  
Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[FantasyNumber's solution](#)
- 73.**  
1839A  
[The Good Array](#) · [Tutorial](#)  
Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[FantasyNumber's solution](#)

**74.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[FantasyNumber's solution](#)

**75.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[FantasyNumber's solution](#)

**76.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[FantasyNumber's solution](#)

**77.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[FantasyNumber's solution](#)

**78.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[FantasyNumber's solution](#)

**79.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[FantasyNumber's solution](#)

**80.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FantasyNumber's solution](#)

**81.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FantasyNumber's solution](#)

**82.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FantasyNumber's solution](#)

**83.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FantasyNumber's solution](#)

**84.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[FantasyNumber's solution](#)

**85.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: games

[FantasyNumber's solution](#)

**86.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[FantasyNumber's solution](#)

**87.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: strings

[FantasyNumber's solution](#)

**88.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[FantasyNumber's solution](#)

**89.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**90.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FantasyNumber's solution](#)

**91.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[FantasyNumber's solution](#)

**92.**

2217B

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

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FantasyNumber's solution](#)

**93.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[FantasyNumber's solution](#)

**94.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[FantasyNumber's solution](#)

**95.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[FantasyNumber's solution](#)

**96.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**97.**

1786C

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

Rating: 1000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FantasyNumber's solution](#)

**98.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FantasyNumber's solution](#)

**99.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[FantasyNumber's solution](#)

**100.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[FantasyNumber's solution](#)

**101.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**102.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[FantasyNumber's solution](#)

**103.**

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**104.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FantasyNumber's solution](#)

**105.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[FantasyNumber's solution](#)

**106.**

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[FantasyNumber's solution](#)

**107.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FantasyNumber's solution](#)

**108.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FantasyNumber's solution](#)

**109.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**110.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[FantasyNumber's solution](#)

**111.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FantasyNumber's solution](#)

**112.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[FantasyNumber's solution](#)

**113.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**114.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FantasyNumber's solution](#)

**115.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[FantasyNumber's solution](#)

**116.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[FantasyNumber's solution](#)

**117.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FantasyNumber's solution](#)

**118.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FantasyNumber's solution](#)

**119.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FantasyNumber's solution](#)

**120.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[FantasyNumber's solution](#)

**121.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[FantasyNumber's solution](#)

**122.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[FantasyNumber's solution](#)

**123.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[FantasyNumber's solution](#)

**124.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[FantasyNumber's solution](#)

**125.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[FantasyNumber's solution](#)

**126.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[FantasyNumber's solution](#)

**127.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[FantasyNumber's solution](#)

**128.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[FantasyNumber's solution](#)

**129.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[FantasyNumber's solution](#)

**130.**

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FantasyNumber's solution](#)

**131.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[FantasyNumber's solution](#)

**132.**

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[FantasyNumber's solution](#)

**133.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[FantasyNumber's solution](#)

**134.**

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[FantasyNumber's solution](#)

**135.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,556 global accepts · Rating: 1200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[FantasyNumber's solution](#)

**136.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FantasyNumber's solution](#)

**137.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[FantasyNumber's solution](#)

**138.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[FantasyNumber's solution](#)

**139.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[FantasyNumber's solution](#)

**140.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**141.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[FantasyNumber's solution](#)

**142.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[FantasyNumber's solution](#)

**143.**

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FantasyNumber's solution](#)

**144.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[FantasyNumber's solution](#)

**145.**

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[FantasyNumber's solution](#)

**146.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FantasyNumber's solution](#)

**147.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[FantasyNumber's solution](#)

**148.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[FantasyNumber's solution](#)

**149.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FantasyNumber's solution](#)

**150.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[FantasyNumber's solution](#)

**151.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[FantasyNumber's solution](#)

**152.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FantasyNumber's solution](#)

**153.**

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[FantasyNumber's solution](#)

**154.**

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[FantasyNumber's solution](#)

**155.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FantasyNumber's solution](#)

**156.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,428 global accepts · Rating: 1300 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[FantasyNumber's solution](#)

**157.**

2187A

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

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FantasyNumber's solution](#)

**158.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**159.**

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[FantasyNumber's solution](#)

**160.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[FantasyNumber's solution](#)

**161.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[FantasyNumber's solution](#)

**162.**

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FantasyNumber's solution](#)

**163.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[FantasyNumber's solution](#)

**164.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[FantasyNumber's solution](#)

**165.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[FantasyNumber's solution](#)

**166.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[FantasyNumber's solution](#)

**167.**

1786B

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

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[FantasyNumber's solution](#)

**168.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[FantasyNumber's solution](#)

**169.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[FantasyNumber's solution](#)

**170.**

1942C1

[Bessie's Birthday Cake \(Easy Version\) · Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[FantasyNumber's solution](#)

**171.**

1943A

[MEX Game 1 · Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[FantasyNumber's solution](#)

**172.**

1948C

[Arrow Path · Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[FantasyNumber's solution](#)

**173.**

1694C

[Directional Increase · Tutorial](#)

Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FantasyNumber's solution](#)

**174.**

1889A

[Qingshan Loves Strings 2 · Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FantasyNumber's solution](#)

**175.**

1821C

[Tear It Apart · Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[FantasyNumber's solution](#)

**176.**

1815A

[Ian and Array Sorting · Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FantasyNumber's solution](#)

**177.**

1864C

[Divisor Chain · Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[FantasyNumber's solution](#)

**178.**

1867C

[Salyg1n and the MEX Game · Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[FantasyNumber's solution](#)

**179.**

1879C

[Make it Alternating · Tutorial](#)

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[FantasyNumber's solution](#)

**180.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[FantasyNumber's solution](#)

**181.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[FantasyNumber's solution](#)

**182.**

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FantasyNumber's solution](#)

**183.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[FantasyNumber's solution](#)

**184.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FantasyNumber's solution](#)

**185.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[FantasyNumber's solution](#)

**186.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[FantasyNumber's solution](#)

**187.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[FantasyNumber's solution](#)

**188.**

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[FantasyNumber's solution](#)

**189.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[FantasyNumber's solution](#)

**190.**

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[FantasyNumber's solution](#)

**191.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[FantasyNumber's solution](#)

**192.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[FantasyNumber's solution](#)

**193.**

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[FantasyNumber's solution](#)

**194.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[FantasyNumber's solution](#)

**195.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FantasyNumber's solution](#)

**196.**

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[FantasyNumber's solution](#)

**197.**

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[FantasyNumber's solution](#)

**198.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[FantasyNumber's solution](#)

**199.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**200.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[FantasyNumber's solution](#)

**201.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[FantasyNumber's solution](#)

**202.**

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FantasyNumber's solution](#)

**203.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[FantasyNumber's solution](#)

**204.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[FantasyNumber's solution](#)

**205.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[FantasyNumber's solution](#)

**206.**

1888D1

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

Rating: 1400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[FantasyNumber's solution](#)

**207.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**208.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[FantasyNumber's solution](#)

**209.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[FantasyNumber's solution](#)

**210.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[FantasyNumber's solution](#)

**211.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[FantasyNumber's solution](#)

**212.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[FantasyNumber's solution](#)

**213.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[FantasyNumber's solution](#)

**214.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[FantasyNumber's solution](#)

**215.**

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[FantasyNumber's solution](#)

**216.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, strings, two pointers  
[FantasyNumber's solution](#)

**217.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[FantasyNumber's solution](#)

**218.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[FantasyNumber's solution](#)

**219.**

1368B

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

Quality: 21,429 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[FantasyNumber's solution](#)

**220.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[FantasyNumber's solution](#)

## 221.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[FantasyNumber's solution](#)

## 222.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[FantasyNumber's solution](#)

## 223.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[FantasyNumber's solution](#)

## 224.

1877D

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

Rating: 1500 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[FantasyNumber's solution](#)

## 225.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

## 226.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[FantasyNumber's solution](#)

## 227.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FantasyNumber's solution](#)

## 228.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[FantasyNumber's solution](#)

## 229.

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

[FantasyNumber's solution](#)

## 230.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FantasyNumber's solution](#)

**231.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[FantasyNumber's solution](#)

**232.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[FantasyNumber's solution](#)

**233.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[FantasyNumber's solution](#)

**234.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[FantasyNumber's solution](#)

**235.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FantasyNumber's solution](#)

**236.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[FantasyNumber's solution](#)

**237.**

1956C

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

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

[FantasyNumber's solution](#)

**238.**

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[FantasyNumber's solution](#)

**239.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FantasyNumber's solution](#)

**240.**

1886C

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

Quality: 16,604 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FantasyNumber's solution](#)

**241.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[FantasyNumber's solution](#)

**242.**

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[FantasyNumber's solution](#)

**243.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[FantasyNumber's solution](#)

**244.**

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[FantasyNumber's solution](#)

**245.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FantasyNumber's solution](#)

**246.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[FantasyNumber's solution](#)

**247.**

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[FantasyNumber's solution](#)

**248.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[FantasyNumber's solution](#)

**249.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[FantasyNumber's solution](#)

**250.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[FantasyNumber's solution](#)

**251.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[FantasyNumber's solution](#)

**252.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths  
[FantasyNumber's solution](#)

**253.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math  
[FantasyNumber's solution](#)

**254.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[FantasyNumber's solution](#)

**255.**

2006A

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

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

**256.**

1743D

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

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, probabilities  
[FantasyNumber's solution](#)

**257.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
[FantasyNumber's solution](#)

**258.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[FantasyNumber's solution](#)

**259.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[FantasyNumber's solution](#)

**260.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[FantasyNumber's solution](#)

**261.**

1948D

[Tandem Repeats? · Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[FantasyNumber's solution](#)

**262.**

1694D

[Fake Plastic Trees · Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FantasyNumber's solution](#)

**263.**

1930C

[Lexicographically Largest · Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[FantasyNumber's solution](#)

**264.**

1798C

[Candy Store · Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[FantasyNumber's solution](#)

**265.**

1901D

[Yet Another Monster Fight · Tutorial](#)

Quality: 8,594 global accepts · Rating: 1700 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[FantasyNumber's solution](#)

**266.**

1898C

[Colorful Grid · Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FantasyNumber's solution](#)

**267.**

1893B

[Neutral Tonality · Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[FantasyNumber's solution](#)

**268.**

1894D

[Neutral Tonality · Tutorial](#)

Rating: 1700 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[FantasyNumber's solution](#)

**269.**

1889B

[Doremy's Connecting Plan · Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FantasyNumber's solution](#)

**270.**

1799C

[Double Lexicographically Minimum · Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FantasyNumber's solution](#)

**271.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[FantasyNumber's solution](#)

**272.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[FantasyNumber's solution](#)

**273.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: 1700 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[FantasyNumber's solution](#)

**274.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[FantasyNumber's solution](#)

**275.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[FantasyNumber's solution](#)

**276.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[FantasyNumber's solution](#)

**277.**

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[FantasyNumber's solution](#)

**278.**

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[FantasyNumber's solution](#)

**279.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[FantasyNumber's solution](#)

**280.**

2138C1

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

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

graphs, trees

[FantasyNumber's solution](#)

**281.**

2035D

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

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

[FantasyNumber's solution](#)

**282.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[FantasyNumber's solution](#)

**283.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[FantasyNumber's solution](#)

**284.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FantasyNumber's solution](#)

**285.**

1721D

[Maximum AND](#) · [Tutorial](#)

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

[FantasyNumber's solution](#)

**286.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[FantasyNumber's solution](#)

**287.**

2006B

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

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

[FantasyNumber's solution](#)

**288.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[FantasyNumber's solution](#)

**289.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[FantasyNumber's solution](#)

**290.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[FantasyNumber's solution](#)

**291.**

1923D

[Slimes · Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[FantasyNumber's solution](#)

**292.**

772B

[Volatile Kite · Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[FantasyNumber's solution](#)

**293.**

1922E

[Increasing Subsequences · Tutorial](#)

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[FantasyNumber's solution](#)

**294.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[FantasyNumber's solution](#)

**295.**

1904D2

[Set To Max \(Hard Version\) · Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[FantasyNumber's solution](#)

**296.**

869C

[The Intriguing Obsession · Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**297.**

1845D

[Rating System · Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[FantasyNumber's solution](#)

**298.**

1848C

[Vika and Price Tags · Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FantasyNumber's solution](#)

**299.**

1867D

[Cyclic Operations · Tutorial](#)

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[FantasyNumber's solution](#)

**300.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FantasyNumber's solution](#)

**301.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FantasyNumber's solution](#)

**302.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[FantasyNumber's solution](#)

**303.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[FantasyNumber's solution](#)

**304.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[FantasyNumber's solution](#)

**305.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[FantasyNumber's solution](#)

**306.**

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[FantasyNumber's solution](#)

**307.**

1833G

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

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[FantasyNumber's solution](#)

**308.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[FantasyNumber's solution](#)

**309.**

471D

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

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[FantasyNumber's solution](#)

**310.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[FantasyNumber's solution](#)

**311.**

2217D

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

Quality: 3,337 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[FantasyNumber's solution](#)

**312.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

**313.**

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

[FantasyNumber's solution](#)

**314.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[FantasyNumber's solution](#)

**315.**

2138B

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

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

[FantasyNumber's solution](#)

**316.**

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[FantasyNumber's solution](#)

**317.**

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[FantasyNumber's solution](#)

**318.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[FantasyNumber's solution](#)

**319.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[FantasyNumber's solution](#)

**320.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FantasyNumber's solution](#)

**321.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[FantasyNumber's solution](#)

**322.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[FantasyNumber's solution](#)

**323.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[FantasyNumber's solution](#)

**324.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[FantasyNumber's solution](#)

**325.**

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[FantasyNumber's solution](#)

**326.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[FantasyNumber's solution](#)

**327.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[FantasyNumber's solution](#)

**328.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[FantasyNumber's solution](#)

**329.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[FantasyNumber's solution](#)

**330.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[FantasyNumber's solution](#)

**331.**

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[FantasyNumber's solution](#)

**332.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[FantasyNumber's solution](#)

**333.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FantasyNumber's solution](#)

**334.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[FantasyNumber's solution](#)

**335.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[FantasyNumber's solution](#)

**336.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[FantasyNumber's solution](#)

**337.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[FantasyNumber's solution](#)

**338.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[FantasyNumber's solution](#)

**339.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[FantasyNumber's solution](#)

**340.**

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[FantasyNumber's solution](#)

**341.**

1888D2

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

Rating: 1900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[FantasyNumber's solution](#)

**342.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[FantasyNumber's solution](#)

**343.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[FantasyNumber's solution](#)

**344.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[FantasyNumber's solution](#)

**345.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[FantasyNumber's solution](#)

**346.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[FantasyNumber's solution](#)

**347.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FantasyNumber's solution](#)

**348.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[FantasyNumber's solution](#)

**349.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

**350.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[FantasyNumber's solution](#)

**351.**

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2023-06-02 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[FantasyNumber's solution](#)

**352.**

535D

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

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

[FantasyNumber's solution](#)

**353.**

2217E

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

Quality: 2,071 global accepts · Rating: 2000 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[FantasyNumber's solution](#)

**354.**

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[FantasyNumber's solution](#)

**355.**

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[FantasyNumber's solution](#)

**356.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[FantasyNumber's solution](#)

**357.**

2138C2

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

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

[FantasyNumber's solution](#)

**358.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**359.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[FantasyNumber's solution](#)

**360.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[FantasyNumber's solution](#)

**361.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[FantasyNumber's solution](#)

**362.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[FantasyNumber's solution](#)

**363.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[FantasyNumber's solution](#)

**364.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[FantasyNumber's solution](#)

**365.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[FantasyNumber's solution](#)

**366.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[FantasyNumber's solution](#)

**367.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[FantasyNumber's solution](#)

**368.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[FantasyNumber's solution](#)

**369.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[FantasyNumber's solution](#)

**370.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[FantasyNumber's solution](#)

**371.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[FantasyNumber's solution](#)

**372.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[FantasyNumber's solution](#)

**373.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[FantasyNumber's solution](#)

**374.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[FantasyNumber's solution](#)

**375.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[FantasyNumber's solution](#)

**376.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[FantasyNumber's solution](#)

**377.**

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[FantasyNumber's solution](#)

**378.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[FantasyNumber's solution](#)

**379.**

1831D

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

Rating: 2000 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math

[FantasyNumber's solution](#)

**380.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[FantasyNumber's solution](#)

**381.**

494B

[Obsessive String](#) · [Tutorial](#)

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

[FantasyNumber's solution](#)

**382.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[FantasyNumber's solution](#)

**383.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[FantasyNumber's solution](#)

**384.**

2152E

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**393.**

1948E

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**396.**

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**397.**

1920E

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1877E

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1207F

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2178F

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Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

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**423.**

1786E

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1997E

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Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

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1972D2

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**428.**

1918E

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1909F1

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1898E

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**431.**

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839D

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**436.**

712D

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520E

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1867E2

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**444.**

1854B

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1840F

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**451.**

1840G1

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**454.**

2187C

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2164E

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**456.**

2159C

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[FantasyNumber's solution](#)

**457.**

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Quality: 6,534 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

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2035E

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**459.**

1681F

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Quality: 2,323 global accepts · Rating: 2300 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

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1101G

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1728E

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2006C

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1743F

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**464.**

2002E

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**465.**

2002D2

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**466.**

1982E

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1989E

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**468.**

1995D

[Cases](#) · [Tutorial](#)

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**469.**

1988E

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888G

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1783E

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**472.**

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**473.**

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Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

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**474.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[FantasyNumber's solution](#)

**475.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[FantasyNumber's solution](#)

**476.**

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**477.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[FantasyNumber's solution](#)

**478.**

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: shortest paths

[FantasyNumber's solution](#)

**479.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[FantasyNumber's solution](#)

**480.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[FantasyNumber's solution](#)

**481.**

1928E

[Modular Sequence](#) · [Tutorial](#)

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

[FantasyNumber's solution](#)

**482.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[FantasyNumber's solution](#)

**483.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[FantasyNumber's solution](#)

**484.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[FantasyNumber's solution](#)

**485.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[FantasyNumber's solution](#)

**486.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[FantasyNumber's solution](#)

**487.**

629E

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

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[FantasyNumber's solution](#)

**488.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees  
[FantasyNumber's solution](#)

**489.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees  
[FantasyNumber's solution](#)

**490.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[FantasyNumber's solution](#)

**491.**

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees  
[FantasyNumber's solution](#)

**492.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities  
[FantasyNumber's solution](#)

**493.**

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[FantasyNumber's solution](#)

**494.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[FantasyNumber's solution](#)

**495.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[FantasyNumber's solution](#)

**496.**

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers  
[FantasyNumber's solution](#)

**497.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[FantasyNumber's solution](#)

**498.**

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[FantasyNumber's solution](#)

**499.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[FantasyNumber's solution](#)

**500.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, shortest paths

[FantasyNumber's solution](#)

**501.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[FantasyNumber's solution](#)

**502.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[FantasyNumber's solution](#)

**503.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[FantasyNumber's solution](#)

**504.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[FantasyNumber's solution](#)

**505.**

1042E

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

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[FantasyNumber's solution](#)

**506.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FantasyNumber's solution](#)

**507.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide

and conquer, dp, math, trees

[FantasyNumber's solution](#)

**508.**

802G3

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

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

[FantasyNumber's solution](#)

**509.**

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[FantasyNumber's solution](#)

**510.**

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[FantasyNumber's solution](#)

**511.**

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

[FantasyNumber's solution](#)

**512.**

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[FantasyNumber's solution](#)

**513.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

[FantasyNumber's solution](#)

**514.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[FantasyNumber's solution](#)

**515.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[FantasyNumber's solution](#)

**516.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[FantasyNumber's solution](#)

**517.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[FantasyNumber's solution](#)

**518.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[FantasyNumber's solution](#)

**519.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees  
[FantasyNumber's solution](#)

**520.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp  
[FantasyNumber's solution](#)

**521.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[FantasyNumber's solution](#)

**522.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings  
[FantasyNumber's solution](#)

**523.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[FantasyNumber's solution](#)

**524.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[FantasyNumber's solution](#)

**525.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math  
[FantasyNumber's solution](#)

**526.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: sortings  
[FantasyNumber's solution](#)

**527.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees  
[FantasyNumber's solution](#)

**528.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[FantasyNumber's solution](#)

**529.**

1786F

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, games, math

[FantasyNumber's solution](#)

**530.**

1804E

[Routing](#) · [Tutorial](#)

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

[FantasyNumber's solution](#)

**531.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[FantasyNumber's solution](#)

**532.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[FantasyNumber's solution](#)

**533.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[FantasyNumber's solution](#)

**534.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[FantasyNumber's solution](#)

**535.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[FantasyNumber's solution](#)

**536.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[FantasyNumber's solution](#)

**537.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**538.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[FantasyNumber's solution](#)

**539.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[FantasyNumber's solution](#)

**540.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[FantasyNumber's solution](#)

**541.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[FantasyNumber's solution](#)

**542.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[FantasyNumber's solution](#)

**543.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[FantasyNumber's solution](#)

**544.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FantasyNumber's solution](#)

**545.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-11-22 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[FantasyNumber's solution](#)

**546.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[FantasyNumber's solution](#)

**547.**

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[FantasyNumber's solution](#)

**548.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[FantasyNumber's solution](#)

**549.**

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[FantasyNumber's solution](#)

**550.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees, two pointers

[FantasyNumber's solution](#)

**551.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[FantasyNumber's solution](#)

**552.**

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, number theory

[FantasyNumber's solution](#)

**553.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[FantasyNumber's solution](#)

**554.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[FantasyNumber's solution](#)

**555.**

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[FantasyNumber's solution](#)

**556.**

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[FantasyNumber's solution](#)

**557.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[FantasyNumber's solution](#)

**558.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[FantasyNumber's solution](#)

**559.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[FantasyNumber's solution](#)

**560.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[FantasyNumber's solution](#)

**561.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[FantasyNumber's solution](#)

**562.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[FantasyNumber's solution](#)

**563.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[FantasyNumber's solution](#)

**564.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[FantasyNumber's solution](#)

**565.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[FantasyNumber's solution](#)

**566.**

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[FantasyNumber's solution](#)

**567.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**568.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**569.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[FantasyNumber's solution](#)

**570.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[FantasyNumber's solution](#)

**571.**

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[FantasyNumber's solution](#)

**572.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[FantasyNumber's solution](#)

**573.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[FantasyNumber's solution](#)

**574.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[FantasyNumber's solution](#)

**575.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[FantasyNumber's solution](#)

**576.**

246E

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

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[FantasyNumber's solution](#)

**577.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[FantasyNumber's solution](#)

**578.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[FantasyNumber's solution](#)

**579.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[FantasyNumber's solution](#)

**580.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[FantasyNumber's solution](#)

**581.**

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-09-12 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[FantasyNumber's solution](#)

**582.**

1780E

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

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-09-11 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[FantasyNumber's solution](#)

**583.**

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-09-11 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[FantasyNumber's solution](#)

**584.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[FantasyNumber's solution](#)

**585.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[FantasyNumber's solution](#)

**586.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[FantasyNumber's solution](#)

**587.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[FantasyNumber's solution](#)

**588.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[FantasyNumber's solution](#)

**589.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[FantasyNumber's solution](#)

**590.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[FantasyNumber's solution](#)

**591.**

1243E

[Sum Balance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, implementation

[FantasyNumber's solution](#)

**592.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[FantasyNumber's solution](#)

**593.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[FantasyNumber's solution](#)

**594.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[FantasyNumber's solution](#)

**595.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[FantasyNumber's solution](#)

**596.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[FantasyNumber's solution](#)

**597.**

1844E

[Great Grids · Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[FantasyNumber's solution](#)

**598.**

1852C

[Ina of the Mountain · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[FantasyNumber's solution](#)

**599.**

24D

[Broken robot · Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[FantasyNumber's solution](#)

**600.**

873F

[Forbidden Indices · Tutorial](#)

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

[FantasyNumber's solution](#)

**601.**

452E

[Three strings · Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[FantasyNumber's solution](#)

**602.**

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[FantasyNumber's solution](#)

**603.**

2196D

[Double Bracket Sequence · Tutorial](#)

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[FantasyNumber's solution](#)

**604.**

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[FantasyNumber's solution](#)

**605.**

2081B

[Balancing · Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FantasyNumber's solution](#)

**606.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy  
[FantasyNumber's solution](#)

**607.**

2159D1

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

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers  
[FantasyNumber's solution](#)

**608.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[FantasyNumber's solution](#)

**609.**

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[FantasyNumber's solution](#)

**610.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings  
[FantasyNumber's solution](#)

**611.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[FantasyNumber's solution](#)

**612.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings  
[FantasyNumber's solution](#)

**613.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs  
[FantasyNumber's solution](#)

**614.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[FantasyNumber's solution](#)

**615.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees  
[FantasyNumber's solution](#)

**616.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[FantasyNumber's solution](#)

**617.**

2022E1

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

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[FantasyNumber's solution](#)

**618.**

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[FantasyNumber's solution](#)

**619.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[FantasyNumber's solution](#)

**620.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[FantasyNumber's solution](#)

**621.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[FantasyNumber's solution](#)

**622.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[FantasyNumber's solution](#)

**623.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[FantasyNumber's solution](#)

**624.**

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[FantasyNumber's solution](#)

**625.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[FantasyNumber's solution](#)

**626.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[FantasyNumber's solution](#)

**627.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[FantasyNumber's solution](#)

**628.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[FantasyNumber's solution](#)

**629.**

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[FantasyNumber's solution](#)

**630.**

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[FantasyNumber's solution](#)

**631.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[FantasyNumber's solution](#)

**632.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[FantasyNumber's solution](#)

**633.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[FantasyNumber's solution](#)

**634.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[FantasyNumber's solution](#)

**635.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[FantasyNumber's solution](#)

**636.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[FantasyNumber's solution](#)

**637.**

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[FantasyNumber's solution](#)

**638.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[FantasyNumber's solution](#)

**639.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**640.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[FantasyNumber's solution](#)

**641.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[FantasyNumber's solution](#)

**642.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[FantasyNumber's solution](#)

**643.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[FantasyNumber's solution](#)

**644.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-03-18 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**645.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[FantasyNumber's solution](#)

**646.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[FantasyNumber's solution](#)

**647.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[FantasyNumber's solution](#)

**648.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

**649.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

**650.**

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[FantasyNumber's solution](#)

**651.**

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

**652.**

1920F1

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

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[FantasyNumber's solution](#)

**653.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[FantasyNumber's solution](#)

**654.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[FantasyNumber's solution](#)

**655.**

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[FantasyNumber's solution](#)

**656.**

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**657.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[FantasyNumber's solution](#)

**658.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[FantasyNumber's solution](#)

**659.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[FantasyNumber's solution](#)

**660.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[FantasyNumber's solution](#)

**661.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[FantasyNumber's solution](#)

**662.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[FantasyNumber's solution](#)

**663.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[FantasyNumber's solution](#)

**664.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

dp, trees

[FantasyNumber's solution](#)

**665.**

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[FantasyNumber's solution](#)

**666.**

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[FantasyNumber's solution](#)

**667.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[FantasyNumber's solution](#)

**668.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[FantasyNumber's solution](#)

**669.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[FantasyNumber's solution](#)

**670.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[FantasyNumber's solution](#)

**671.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[FantasyNumber's solution](#)

**672.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[FantasyNumber's solution](#)

**673.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[FantasyNumber's solution](#)

**674.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[FantasyNumber's solution](#)

**675.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[FantasyNumber's solution](#)

**676.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**677.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[FantasyNumber's solution](#)

**678.**

1209E2

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

Quality: 2,300 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[FantasyNumber's solution](#)

**679.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FantasyNumber's solution](#)

**680.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FantasyNumber's solution](#)

**681.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[FantasyNumber's solution](#)

**682.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[FantasyNumber's solution](#)

**683.**

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, implementation, math

[FantasyNumber's solution](#)

**684.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[FantasyNumber's solution](#)

**685.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[FantasyNumber's solution](#)

**686.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[FantasyNumber's solution](#)

**687.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[FantasyNumber's solution](#)

**688.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[FantasyNumber's solution](#)

**689.**

1866K

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

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[FantasyNumber's solution](#)

**690.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[FantasyNumber's solution](#)

**691.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[FantasyNumber's solution](#)

**692.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[FantasyNumber's solution](#)

**693.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[FantasyNumber's solution](#)

**694.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[FantasyNumber's solution](#)

**695.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[FantasyNumber's solution](#)

**696.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[FantasyNumber's solution](#)

**697.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, graphs

[FantasyNumber's solution](#)

**698.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[FantasyNumber's solution](#)

**699.**

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[FantasyNumber's solution](#)

**700.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[FantasyNumber's solution](#)

**701.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[FantasyNumber's solution](#)

**702.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[FantasyNumber's solution](#)

**703.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[FantasyNumber's solution](#)

**704.**

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[FantasyNumber's solution](#)

**705.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, trees

[FantasyNumber's solution](#)

**706.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[FantasyNumber's solution](#)

**707.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[FantasyNumber's solution](#)

**708.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[FantasyNumber's solution](#)

**709.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[FantasyNumber's solution](#)

**710.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[FantasyNumber's solution](#)

**711.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[FantasyNumber's solution](#)

**712.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

brute force, data structures, math, two pointers

[FantasyNumber's solution](#)

**713.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FantasyNumber's solution](#)

**714.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[FantasyNumber's solution](#)

**715.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[FantasyNumber's solution](#)

**716.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[FantasyNumber's solution](#)

**717.**

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[FantasyNumber's solution](#)

**718.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[FantasyNumber's solution](#)

**719.**

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[FantasyNumber's solution](#)

**720.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[FantasyNumber's solution](#)

**721.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[FantasyNumber's solution](#)

**722.**

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[FantasyNumber's solution](#)

**723.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[FantasyNumber's solution](#)

**724.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[FantasyNumber's solution](#)

**725.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[FantasyNumber's solution](#)

**726.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities

[FantasyNumber's solution](#)

**727.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[FantasyNumber's solution](#)

**728.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[FantasyNumber's solution](#)

**729.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[FantasyNumber's solution](#)

**730.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[FantasyNumber's solution](#)

**731.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[FantasyNumber's solution](#)

**732.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[FantasyNumber's solution](#)

**733.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[FantasyNumber's solution](#)

**734.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[FantasyNumber's solution](#)

**735.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[FantasyNumber's solution](#)

**736.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FantasyNumber's solution](#)

**737.**

2022E2

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

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[FantasyNumber's solution](#)

**738.**

1558D

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

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

[FantasyNumber's solution](#)

**739.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[FantasyNumber's solution](#)

**740.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[FantasyNumber's solution](#)

**741.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-09-13 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FantasyNumber's solution](#)

**742.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[FantasyNumber's solution](#)

**743.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, interactive, math

[FantasyNumber's solution](#)

**744.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[FantasyNumber's solution](#)

**745.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[FantasyNumber's solution](#)

**746.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

**747.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[FantasyNumber's solution](#)

**748.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[FantasyNumber's solution](#)

**749.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2024-07-30 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[FantasyNumber's solution](#)

**750.**

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[FantasyNumber's solution](#)

**751.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[FantasyNumber's solution](#)

**752.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FantasyNumber's solution](#)

**753.**

1844F1

[Min Cost Permutation \(Easy Version\) · Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FantasyNumber's solution](#)

**754.**

1793E

[Veletin and Marketing · Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[FantasyNumber's solution](#)

**755.**

1699E

[Three Days Grace · Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[FantasyNumber's solution](#)

**756.**

1566F

[Points Movement · Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[FantasyNumber's solution](#)

**757.**

1539F

[Strange Array · Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[FantasyNumber's solution](#)

**758.**

1503D

[Flip the Cards · Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[FantasyNumber's solution](#)

**759.**

1469F

[Power Sockets · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[FantasyNumber's solution](#)

**760.**

797F

[Mice and Holes · Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[FantasyNumber's solution](#)

**761.**

935F

[Fafa and Array · Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FantasyNumber's solution](#)

**762.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FantasyNumber's solution](#)

**763.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[FantasyNumber's solution](#)

**764.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[FantasyNumber's solution](#)

**765.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[FantasyNumber's solution](#)

**766.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[FantasyNumber's solution](#)

**767.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[FantasyNumber's solution](#)

**768.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[FantasyNumber's solution](#)

**769.**

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[FantasyNumber's solution](#)

**770.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[FantasyNumber's solution](#)

**771.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[FantasyNumber's solution](#)

**772.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[FantasyNumber's solution](#)

**773.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**774.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[FantasyNumber's solution](#)

**775.**

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[FantasyNumber's solution](#)

**776.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[FantasyNumber's solution](#)

**777.**

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[FantasyNumber's solution](#)

**778.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**779.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**780.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**781.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[FantasyNumber's solution](#)

**782.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[FantasyNumber's solution](#)

**783.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[FantasyNumber's solution](#)

**784.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[FantasyNumber's solution](#)

**785.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[FantasyNumber's solution](#)

**786.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[FantasyNumber's solution](#)

**787.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[FantasyNumber's solution](#)

**788.**

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

**789.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-04-11 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[FantasyNumber's solution](#)

**790.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-07-08 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[FantasyNumber's solution](#)

**791.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[FantasyNumber's solution](#)

**792.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices

[FantasyNumber's solution](#)

**793.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[FantasyNumber's solution](#)

**794.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[FantasyNumber's solution](#)

**795.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FantasyNumber's solution](#)

**796.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**797.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[FantasyNumber's solution](#)

**798.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**799.**

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[FantasyNumber's solution](#)

**800.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[FantasyNumber's solution](#)

### 801.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[FantasyNumber's solution](#)

### 802.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[FantasyNumber's solution](#)

### 803.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

### 804.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[FantasyNumber's solution](#)

### 805.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[FantasyNumber's solution](#)

### 806.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

### 807.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[FantasyNumber's solution](#)

### 808.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[FantasyNumber's solution](#)

### 809.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

### 810.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[FantasyNumber's solution](#)

**811.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

**812.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

**813.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**814.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[FantasyNumber's solution](#)

**815.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[FantasyNumber's solution](#)

**816.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[FantasyNumber's solution](#)

**817.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[FantasyNumber's solution](#)

**818.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FantasyNumber's solution](#)

**819.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**820.**

1051E

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

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[FantasyNumber's solution](#)

**821.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[FantasyNumber's solution](#)

**822.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[FantasyNumber's solution](#)

**823.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[FantasyNumber's solution](#)

**824.**

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[FantasyNumber's solution](#)

**825.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[FantasyNumber's solution](#)

**826.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[FantasyNumber's solution](#)

**827.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[FantasyNumber's solution](#)

**828.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[FantasyNumber's solution](#)

**829.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[FantasyNumber's solution](#)

**830.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[FantasyNumber's solution](#)

**831.**

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[FantasyNumber's solution](#)

**832.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[FantasyNumber's solution](#)

**833.**

1437G

[Death DBMS](#) · [Tutorial](#)

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

[FantasyNumber's solution](#)

**834.**

240F

[TorCoder](#) · [Tutorial](#)

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

[FantasyNumber's solution](#)

**835.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[FantasyNumber's solution](#)

**836.**

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**837.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[FantasyNumber's solution](#)

**838.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[FantasyNumber's solution](#)

**839.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[FantasyNumber's solution](#)

**840.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, trees

[FantasyNumber's solution](#)

**841.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[FantasyNumber's solution](#)

**842.**

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[FantasyNumber's solution](#)

**843.**

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[FantasyNumber's solution](#)

**844.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[FantasyNumber's solution](#)

**845.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[FantasyNumber's solution](#)

**846.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[FantasyNumber's solution](#)

**847.**

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

**848.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[FantasyNumber's solution](#)

**849.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry, graphs

[FantasyNumber's solution](#)

**850.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[FantasyNumber's solution](#)

**851.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[FantasyNumber's solution](#)

**852.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[FantasyNumber's solution](#)

**853.**

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[FantasyNumber's solution](#)

**854.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[FantasyNumber's solution](#)

**855.**

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[FantasyNumber's solution](#)

**856.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[FantasyNumber's solution](#)

**857.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[FantasyNumber's solution](#)

**858.**

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[FantasyNumber's solution](#)

**859.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[FantasyNumber's solution](#)

**860.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[FantasyNumber's solution](#)

**861.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[FantasyNumber's solution](#)

**862.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FantasyNumber's solution](#)

**863.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[FantasyNumber's solution](#)

**864.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[FantasyNumber's solution](#)

**865.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[FantasyNumber's solution](#)

**866.**

1137E

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FantasyNumber's solution](#)

**867.**

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[FantasyNumber's solution](#)

**868.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[FantasyNumber's solution](#)

**869.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[FantasyNumber's solution](#)

**870.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[FantasyNumber's solution](#)

**871.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[FantasyNumber's solution](#)

**872.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing

[FantasyNumber's solution](#)

**873.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[FantasyNumber's solution](#)

**874.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[FantasyNumber's solution](#)

**875.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs

[FantasyNumber's solution](#)

**876.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs

[FantasyNumber's solution](#)

**877.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[FantasyNumber's solution](#)

**878.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[FantasyNumber's solution](#)

**879.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[FantasyNumber's solution](#)

**880.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[FantasyNumber's solution](#)

**881.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[FantasyNumber's solution](#)

**882.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[FantasyNumber's solution](#)

**883.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[FantasyNumber's solution](#)

**884.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**885.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[FantasyNumber's solution](#)

**886.**

1179D

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

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[FantasyNumber's solution](#)

**887.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[FantasyNumber's solution](#)

**888.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[FantasyNumber's solution](#)

**889.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[FantasyNumber's solution](#)

**890.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[FantasyNumber's solution](#)

**891.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[FantasyNumber's solution](#)

**892.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[FantasyNumber's solution](#)

**893.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[FantasyNumber's solution](#)

**894.**

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[FantasyNumber's solution](#)

**895.**

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[FantasyNumber's solution](#)

**896.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[FantasyNumber's solution](#)

**897.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-04-06 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[FantasyNumber's solution](#)

**898.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[FantasyNumber's solution](#)

**899.**

995F

[Cowmpny Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[FantasyNumber's solution](#)

**900.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[FantasyNumber's solution](#)

**901.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**902.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[FantasyNumber's solution](#)

**903.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[FantasyNumber's solution](#)

**904.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[FantasyNumber's solution](#)

**905.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

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**906.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

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**907.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: flows

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**908.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

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**909.**

1774F2

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**910.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

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**911.**

235C

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Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

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**912.**

1207G

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Quality: 1,226 global accepts · Rating: 2700 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

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**913.**

932F

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Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

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**914.**

850F

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Quality: 762 global accepts · Rating: 2800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: math

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**915.**

652F

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Quality: 655 global accepts · Rating: 2800 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**916.**

2053I1

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**917.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

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**918.**

2174F

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Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees  
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**919.**

2155F

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Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees  
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**920.**

2127F

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**921.**

2034F2

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Quality: 598 global accepts · Rating: 2800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings  
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**922.**

600F

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**923.**

1766F

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Quality: 360 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: flows  
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**924.**

1783G

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[FantasyNumber's solution](#)

**925.**

1809G

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Quality: 558 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[FantasyNumber's solution](#)

**926.**

1155F

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[FantasyNumber's solution](#)

**927.**

1082F

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Quality: 543 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, trees  
[FantasyNumber's solution](#)

**928.**

1279F

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Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[FantasyNumber's solution](#)

**929.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[FantasyNumber's solution](#)

**930.**

1327G

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Quality: 527 global accepts · Rating: 2800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[FantasyNumber's solution](#)

**931.**

1389G

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Quality: 495 global accepts · Rating: 2800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FantasyNumber's solution](#)

**932.**

1400F

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Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[FantasyNumber's solution](#)

**933.**

1525F

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[FantasyNumber's solution](#)

**934.**

1606F

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Quality: 661 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

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**935.**

1612F

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[FantasyNumber's solution](#)

**936.**

1620F

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Quality: 751 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FantasyNumber's solution](#)

**937.**

736D

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[FantasyNumber's solution](#)

**938.**

1842G

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Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[FantasyNumber's solution](#)

**939.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

**940.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[FantasyNumber's solution](#)

**941.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

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**942.**

1993F2

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**943.**

1990F

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

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**944.**

750F

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Quality: 595 global accepts · Rating: 2800 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

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**945.**

1919F2

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Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

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**946.**

1635F

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**947.**

671C

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Quality: 780 global accepts · Rating: 2800 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

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**948.**

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FantasyNumber's solution](#)

**949.**

196D

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

Quality: 599 global accepts · Rating: 2800 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, strings

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**950.**

30E

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[FantasyNumber's solution](#)

**951.**

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy

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**952.**

633G

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Quality: 876 global accepts · Rating: 2800 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

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**953.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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**954.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

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**955.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[FantasyNumber's solution](#)

**956.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

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**957.**

1386C

[Joker](#) · [Tutorial](#)

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**958.**

1379F2

[Chess Strikes Back \(hard version\) · Tutorial](#)

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**959.**

1371F

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**960.**

1316F

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**961.**

549F

[Yura and Developers · Tutorial](#)

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**962.**

480E

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Quality: 640 global accepts · Rating: 2800 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

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**963.**

1419F

[Rain of Fire · Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[FantasyNumber's solution](#)

**964.**

757F

[Team Rocket Rises Again · Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[FantasyNumber's solution](#)

**965.**

1935F

[Andrey's Tree · Tutorial](#)

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**966.**

1976F

[Remove Bridges · Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

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**967.**

1904F

[Beautiful Tree · Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

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**968.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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**969.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees

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**970.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

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**971.**

1633F

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Quality: 370 global accepts · Rating: 2800 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

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**972.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

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[FantasyNumber's solution](#)

**973.**

1088F

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**974.**

1039D

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**975.**

983E

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Quality: 1,199 global accepts · Rating: 2800 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[FantasyNumber's solution](#)

**976.**

986E

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Quality: 898 global accepts · Rating: 2800 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

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**977.**

833D

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Quality: 486 global accepts · Rating: 2800 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

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**978.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[FantasyNumber's solution](#)

**979.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[FantasyNumber's solution](#)

**980.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees

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**981.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[FantasyNumber's solution](#)

**982.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[FantasyNumber's solution](#)

**983.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[FantasyNumber's solution](#)

**984.**

1609F

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Quality: 960 global accepts · Rating: 2800 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[FantasyNumber's solution](#)

**985.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

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**986.**

913F

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Quality: 771 global accepts · Rating: 2800 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

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**987.**

1626F

[A Random Code Problem · Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[FantasyNumber's solution](#)

**988.**

830D

[Singer House · Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[FantasyNumber's solution](#)

**989.**

1923F

[Shrink-Reverse · Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[FantasyNumber's solution](#)

**990.**

762F

[Tree nesting · Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

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**991.**

1913F

[Palindromic Problem · Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[FantasyNumber's solution](#)

**992.**

1625E2

[Cats on the Upgrade \(hard version\) · Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-09-30 · last AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[FantasyNumber's solution](#)

**993.**

513F2

[Scaygerboss · Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: flows

[FantasyNumber's solution](#)

**994.**

1879F

[Last Man Standing · Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[FantasyNumber's solution](#)

**995.**

204E

[Little Elephant and Strings · Tutorial](#)

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

[FantasyNumber's solution](#)

**996.**

2196E1

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

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[FantasyNumber's solution](#)

**997.**

2164F2

[Chain Prefix Rank \(Hard Version\) · Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[FantasyNumber's solution](#)

**998.**

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · last AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[FantasyNumber's solution](#)

**999.**

2152G

[Query Jungle · Tutorial](#)

Quality: 714 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[FantasyNumber's solution](#)

**1000.**

878D

[Magic Breeding · Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[FantasyNumber's solution](#)

**1001.**

724E

[Goods transportation · Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[FantasyNumber's solution](#)

**1002.**

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[FantasyNumber's solution](#)

**1003.**

1455G

[Forbidden Value · Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[FantasyNumber's solution](#)

**1004.**

1452F

[Divide Powers · Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FantasyNumber's solution](#)

**1005.**

1622F

[Quadratic Set · Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[FantasyNumber's solution](#)

**1006.**

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[FantasyNumber's solution](#)

**1007.**

2030G1

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

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[FantasyNumber's solution](#)

**1008.**

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FantasyNumber's solution](#)

**1009.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[FantasyNumber's solution](#)

**1010.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[FantasyNumber's solution](#)

**1011.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[FantasyNumber's solution](#)

**1012.**

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[FantasyNumber's solution](#)

**1013.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[FantasyNumber's solution](#)

**1014.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy

[FantasyNumber's solution](#)

**1015.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[FantasyNumber's solution](#)

**1016.**

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FantasyNumber's solution](#)

**1017.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[FantasyNumber's solution](#)

**1018.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[FantasyNumber's solution](#)

**1019.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[FantasyNumber's solution](#)

**1020.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[FantasyNumber's solution](#)

**1021.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**1022.**

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**1023.**

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[FantasyNumber's solution](#)

**1024.**

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[FantasyNumber's solution](#)

**1025.**

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[FantasyNumber's solution](#)

### 1026.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[FantasyNumber's solution](#)

### 1027.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

### 1028.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[FantasyNumber's solution](#)

### 1029.

1528E

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

Quality: 601 global accepts · Rating: 2900 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[FantasyNumber's solution](#)

### 1030.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[FantasyNumber's solution](#)

### 1031.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[FantasyNumber's solution](#)

### 1032.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[FantasyNumber's solution](#)

### 1033.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[FantasyNumber's solution](#)

### 1034.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-01-20 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, string suffix structures

[FantasyNumber's solution](#)

### 1035.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[FantasyNumber's solution](#)

### 1036.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: strings

[FantasyNumber's solution](#)

### 1037.

2196E2

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

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[FantasyNumber's solution](#)

### 1038.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[FantasyNumber's solution](#)

### 1039.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FantasyNumber's solution](#)

### 1040.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[FantasyNumber's solution](#)

### 1041.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[FantasyNumber's solution](#)

### 1042.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[FantasyNumber's solution](#)

### 1043.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

### 1044.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[FantasyNumber's solution](#)

### 1045.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[FantasyNumber's solution](#)

**1046.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[FantasyNumber's solution](#)

**1047.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[FantasyNumber's solution](#)

**1048.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[FantasyNumber's solution](#)

**1049.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[FantasyNumber's solution](#)

**1050.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FantasyNumber's solution](#)

**1051.**

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[FantasyNumber's solution](#)

**1052.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[FantasyNumber's solution](#)

**1053.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[FantasyNumber's solution](#)

**1054.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-04-11 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[FantasyNumber's solution](#)

**1055.**

1920F2

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

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[FantasyNumber's solution](#)

**1056.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[FantasyNumber's solution](#)

**1057.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[FantasyNumber's solution](#)

**1058.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-10-26 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[FantasyNumber's solution](#)

**1059.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[FantasyNumber's solution](#)

**1060.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[FantasyNumber's solution](#)

**1061.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**1062.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FantasyNumber's solution](#)

**1063.**

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[FantasyNumber's solution](#)

**1064.**

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[FantasyNumber's solution](#)

**1065.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**1066.**

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, interactive

[FantasyNumber's solution](#)

**1067.**

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math

[FantasyNumber's solution](#)

**1068.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

**1069.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[FantasyNumber's solution](#)

**1070.**

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, matrices

[FantasyNumber's solution](#)

**1071.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[FantasyNumber's solution](#)

**1072.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[FantasyNumber's solution](#)

**1073.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[FantasyNumber's solution](#)

**1074.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[FantasyNumber's solution](#)

**1075.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FantasyNumber's solution](#)

**1076.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[FantasyNumber's solution](#)

**1077.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[FantasyNumber's solution](#)

**1078.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[FantasyNumber's solution](#)

**1079.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[FantasyNumber's solution](#)

**1080.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[FantasyNumber's solution](#)

**1081.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**1082.**

666E

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

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

[FantasyNumber's solution](#)

**1083.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[FantasyNumber's solution](#)

**1084.**

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FantasyNumber's solution](#)

**1085.**

2159D2

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

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[FantasyNumber's solution](#)

**1086.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: fft, math  
[FantasyNumber's solution](#)

### 1087.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: trees  
[FantasyNumber's solution](#)

### 1088.

1495E

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

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[FantasyNumber's solution](#)

### 1089.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, string suffix structures, strings  
[FantasyNumber's solution](#)

### 1090.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp  
[FantasyNumber's solution](#)

### 1091.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[FantasyNumber's solution](#)

### 1092.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[FantasyNumber's solution](#)

### 1093.

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers  
[FantasyNumber's solution](#)

### 1094.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures  
[FantasyNumber's solution](#)

### 1095.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: matrices  
[FantasyNumber's solution](#)

### 1096.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp,

implementation

[FantasyNumber's solution](#)

**1097.**

1648E

[Air Reform](#) · [Tutorial](#)

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

[FantasyNumber's solution](#)

**1098.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[FantasyNumber's solution](#)

**1099.**

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, math

[FantasyNumber's solution](#)

**1100.**

1466H

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

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[FantasyNumber's solution](#)

**1101.**

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[FantasyNumber's solution](#)

**1102.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[FantasyNumber's solution](#)

**1103.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[FantasyNumber's solution](#)

**1104.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy

[FantasyNumber's solution](#)

**1105.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**1106.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-01-23 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: string suffix

structures, strings

[FantasyNumber's solution](#)

**1107.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[FantasyNumber's solution](#)

**1108.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**1109.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**1110.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**1111.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[FantasyNumber's solution](#)

**1112.**

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[FantasyNumber's solution](#)

**1113.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[FantasyNumber's solution](#)

**1114.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**1115.**

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[FantasyNumber's solution](#)

**1116.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

**1117.**

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

**1118.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[FantasyNumber's solution](#)

**1119.**

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math

[FantasyNumber's solution](#)

**1120.**

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[FantasyNumber's solution](#)

**1121.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[FantasyNumber's solution](#)

**1122.**

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[FantasyNumber's solution](#)

**1123.**

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[FantasyNumber's solution](#)

**1124.**

1276F

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

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

[FantasyNumber's solution](#)

**1125.**

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[FantasyNumber's solution](#)

**1126.**

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, math, shortest paths, two pointers

[FantasyNumber's solution](#)

**1127.**

1098F

[AbÖgVæ7F00a](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[FantasyNumber's solution](#)

**1128.**

1874F

[Jellyfish and OEIS](#) · Tutorial

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FantasyNumber's solution](#)

**1129.**

1994H

[Fortnite](#) · Tutorial

Quality: 774 global accepts · Rating: 3500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[FantasyNumber's solution](#)

**1130.**

2159F

[Grand Finale: Snakes](#) · Tutorial

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[FantasyNumber's solution](#)

**1131.**

2159E

[Super-Short-Polynomial-San](#) · Tutorial

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[FantasyNumber's solution](#)

**1132.**

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[FantasyNumber's solution](#)

**1133.**

1707E

[Replace](#) · Tutorial

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[FantasyNumber's solution](#)

**1134.**

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · Tutorial

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[FantasyNumber's solution](#)

**1135.**

1588F

[Jumping Through the Array](#) · Tutorial

Quality: 354 global accepts · Rating: 3500 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[FantasyNumber's solution](#)

**1136.**

1508F

[Optimal Encoding](#) · Tutorial

Quality: 151 global accepts · Rating: 3500 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[FantasyNumber's solution](#)

**1137.**

1458F

[Range Diameter Sum](#) · Tutorial

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[FantasyNumber's solution](#)

### 1138.

1889F

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

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[FantasyNumber's solution](#)

### 1139.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation

[FantasyNumber's solution](#)

### 1140.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[FantasyNumber's solution](#)

### 1141.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[FantasyNumber's solution](#)

### 1142.

1158F

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

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

[FantasyNumber's solution](#)

### 1143.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FantasyNumber's solution](#)

### 1144.

2219D

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

Quality: 429 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[FantasyNumber's solution](#)

### 1145.

2219C

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

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[FantasyNumber's solution](#)

### 1146.

2219B2

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

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[FantasyNumber's solution](#)

### 1147.

2219B1

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

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[FantasyNumber's solution](#)

**1148.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FantasyNumber's solution](#)

**1149.**

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[FantasyNumber's solution](#)

**1150.**

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, trees

[FantasyNumber's solution](#)

**1151.**

2226F

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

Quality: 183 global accepts · Rating: — · first AC: 2026-04-29 · last AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FantasyNumber's solution](#)

**1152.**

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, number theory

[FantasyNumber's solution](#)

**1153.**

2225E

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

Quality: 1,102 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[FantasyNumber's solution](#)

**1154.**

105231E

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

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1155.**

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1156.**

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1157.**

105229I

[QmQcÄjcp](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1158.**

105229F

[Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1159.**

105229G

[FantasyNumber's solution](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1160.**

105229K

[FantasyNumber's solution](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1161.**

105229M

[FantasyNumber's solution](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1162.**

105229L

[FantasyNumber's solution](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1163.**

105229A

[FantasyNumber's solution](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1164.**

105229J

[FantasyNumber's solution](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1165.**

105229E

[FantasyNumber's solution](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1166.**

105222C

[Black-White Cubic Lattice](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1167.**

105222B

[Link Summon](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1168.**

105222K

[Element Reaction](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1169.**

105222G

[Function Query](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1170.**

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1171.**

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1172.**

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1173.**

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1174.**

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1175.**

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1176.**

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1177.**

105631I

[Isla Loves Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1178.**

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1179.**

105184B

[Sequence II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1180.**

105184D

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1181.**

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FantasyNumber's solution](#)

**1182.**

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1183.**

105184I

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**1184.**

105184G

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105184K

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**1188.**

105184A

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**1189.**

105170J

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105170A

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**1192.**

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**1195.**

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**1196.**

105170D

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**1197.**

105170G

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**1198.**

105170L

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**1201.**

105158I

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**1202.**

105158A

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**1203.**

105158C

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Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1204.**

105158H

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Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1205.**

105158L

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**1206.**

105158K

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**1207.**

105158M

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**1208.**

105158J

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**1209.**

105158F

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**1210.**

105158B

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**1213.**

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**1216.**

105161J

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105161E

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**1218.**

105161I

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**1222.**

105143H

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**1223.**

105143L

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**1224.**

105143A

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**1225.**

105143G

[Pack](#) · [Tutorial](#)

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

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**1226.**

105143M

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**1227.**

105143E

[Boomerang](#) · [Tutorial](#)

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**1228.**

105143D

[ICPC](#) · [Tutorial](#)

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**1229.**

105143F

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

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**1230.**

105143B

[Countless Me](#) · [Tutorial](#)

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**1231.**

105143K

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**1232.**

105143I

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**1233.**

105139D

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**1234.**

105139K

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**1235.**

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**1236.**

105139H

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**1237.**

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1238.**

105139L

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Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1239.**

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

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**1240.**

105139B

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**1241.**

105139E

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**1242.**

105139A

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**1243.**

104396G

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**1244.**

104396E

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

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**1245.**

104396F

[Timaeus](#) · [Tutorial](#)

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

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**1246.**

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

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[FantasyNumber's solution](#)

**1247.**

104396L

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

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**1248.**

104396K

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

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**1249.**

104396A

[Today's Word](#) · [Tutorial](#)

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**1250.**

104396H

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[FantasyNumber's solution](#)

**1251.**

104396J

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

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

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**1252.**

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1253.**

104385G

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**1254.**

104385B

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**1255.**

104385F

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**1256.**

104385D

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**1257.**

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1258.**

104385C

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Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1259.**

104385J

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**1260.**

104385K

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**1261.**

104385I

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**1262.**

104385L

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**1263.**

104385A

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**1264.**

104354I

[epkceib](#)

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

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**1265.**

104354D

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**1266.**

104354E

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**1267.**

104354G

[Toxel NTWf&u;](#)

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

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**1268.**

104354K

[c'RiN\(lep](#)

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

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**1269.**

104354H

[Travel Begins](#) · [Tutorial](#)

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

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**1270.**

104354C

[Toxel N](#) · [Tegrepu b Vh](#)

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

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**1271.**

104354B

[Art for Rest](#) · [Tutorial](#)

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

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**1272.**

104354F

[Art for Last](#) · [Tutorial](#)

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**1273.**

104354A

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

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**1274.**

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1275.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1276.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1277.**

104337H

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Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1278.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1279.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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### 1280.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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### 1281.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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### 1282.

1192B

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Quality: 1,560 global accepts · Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

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### 1283.

104869A

[Intro: Dawn of a New Era](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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### 1284.

104639H

[Range Periodicity Query](#) · [Tutorial](#)

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### 1285.

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

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### 1286.

104639F

[Alice and Bob](#) · [Tutorial](#)

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104639G

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**1291.**

104639D

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**1292.**

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

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**1293.**

104639L

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**1294.**

105358D

[Query on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1295.**

105336C

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1296.**

105336I

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1297.**

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