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Unique solved — FreshOrange

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

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Filters: none

Count: 425

1.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[FreshOrange's solution](#)

2.

2145A

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

Quality: 30,769 global accepts · Rating: 800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math

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3.

2116A

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

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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4.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[FreshOrange's solution](#)

5.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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6.

2059A

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

Quality: 29,193 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[FreshOrange's solution](#)

7.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

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8.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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9.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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10.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

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11.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings, strings

[FreshOrange's solution](#)

12.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[FreshOrange's solution](#)

13.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FreshOrange's solution](#)

14.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[FreshOrange's solution](#)

15.

1998A

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

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

[FreshOrange's solution](#)

16.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[FreshOrange's solution](#)

17.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[FreshOrange's solution](#)

18.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[FreshOrange's solution](#)

19.

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[FreshOrange's solution](#)

20.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FreshOrange's solution](#)

21.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[FreshOrange's solution](#)

22.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[FreshOrange's solution](#)

23.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FreshOrange's solution](#)

24.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[FreshOrange's solution](#)

25.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[FreshOrange's solution](#)

26.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[FreshOrange's solution](#)

27.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[FreshOrange's solution](#)

28.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,038 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FreshOrange's solution](#)

29.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[FreshOrange's solution](#)

30.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: strings

[FreshOrange's solution](#)

31.

1714C

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

Quality: 33,428 global accepts · Rating: 800 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[FreshOrange's solution](#)

32.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[FreshOrange's solution](#)

33.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[FreshOrange's solution](#)

34.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,222 global accepts · Rating: 800 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[FreshOrange's solution](#)

35.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[FreshOrange's solution](#)

36.

1791A

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

Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[FreshOrange's solution](#)

37.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,764 global accepts · Rating: 800 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[FreshOrange's solution](#)

38.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[FreshOrange's solution](#)

39.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[FreshOrange's solution](#)

40.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,998 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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41.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings
[FreshOrange's solution](#)

42.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[FreshOrange's solution](#)

43.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[FreshOrange's solution](#)

44.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[FreshOrange's solution](#)

45.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[FreshOrange's solution](#)

46.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[FreshOrange's solution](#)

47.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[FreshOrange's solution](#)

48.

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FreshOrange's solution](#)

49.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[FreshOrange's solution](#)

50.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[FreshOrange's solution](#)

51.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[FreshOrange's solution](#)

52.

1998B

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

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

[FreshOrange's solution](#)

53.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[FreshOrange's solution](#)

54.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[FreshOrange's solution](#)

55.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[FreshOrange's solution](#)

56.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[FreshOrange's solution](#)

57.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[FreshOrange's solution](#)

58.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[FreshOrange's solution](#)

59.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[FreshOrange's solution](#)

60.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FreshOrange's solution](#)

61.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings, two pointers

[FreshOrange's solution](#)

62.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[FreshOrange's solution](#)

63.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[FreshOrange's solution](#)

64.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[FreshOrange's solution](#)

65.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[FreshOrange's solution](#)

66.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[FreshOrange's solution](#)

67.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[FreshOrange's solution](#)

68.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-24 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[FreshOrange's solution](#)

69.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers
[FreshOrange's solution](#)

70.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[FreshOrange's solution](#)

71.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[FreshOrange's solution](#)

72.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[FreshOrange's solution](#)

73.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
[FreshOrange's solution](#)

74.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[FreshOrange's solution](#)

75.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[FreshOrange's solution](#)

76.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[FreshOrange's solution](#)

77.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-16 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[FreshOrange's solution](#)

78.

1792B

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

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[FreshOrange's solution](#)

79.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[FreshOrange's solution](#)

80.

2145C

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

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[FreshOrange's solution](#)

81.

2116B

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

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[FreshOrange's solution](#)

82.

2059B

[Cost of the Array · Tutorial](#)

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

[FreshOrange's solution](#)

83.

2023A

[Concatenation of Arrays · Tutorial](#)

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FreshOrange's solution](#)

84.

2022B

[Kar Salesman · Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[FreshOrange's solution](#)

85.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[FreshOrange's solution](#)

86.

1819A

[Constructive Problem · Tutorial](#)

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[FreshOrange's solution](#)

87.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FreshOrange's solution](#)

88.

1991C

[Absolute Zero · Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FreshOrange's solution](#)

89.

1981B

[Turtle and an Infinite Sequence · Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[FreshOrange's solution](#)

90.

1943A

[MEX Game 1 · Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[FreshOrange's solution](#)

91.

1948C

[Arrow Path · Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[FreshOrange's solution](#)

92.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[FreshOrange's solution](#)

93.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[FreshOrange's solution](#)

94.

1778B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FreshOrange's solution](#)

95.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FreshOrange's solution](#)

96.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[FreshOrange's solution](#)

97.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[FreshOrange's solution](#)

98.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[FreshOrange's solution](#)

99.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FreshOrange's solution](#)

100.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[FreshOrange's solution](#)

101.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[FreshOrange's solution](#)

102.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[FreshOrange's solution](#)

103.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[FreshOrange's solution](#)

104.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[FreshOrange's solution](#)

105.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[FreshOrange's solution](#)

106.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[FreshOrange's solution](#)

107.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[FreshOrange's solution](#)

108.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[FreshOrange's solution](#)

109.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[FreshOrange's solution](#)

110.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[FreshOrange's solution](#)

111.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[FreshOrange's solution](#)

112.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[FreshOrange's solution](#)

113.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FreshOrange's solution](#)

114.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, sortings

[FreshOrange's solution](#)

115.

2116C

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

Rating: 1500 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[FreshOrange's solution](#)

116.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[FreshOrange's solution](#)

117.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FreshOrange's solution](#)

118.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[FreshOrange's solution](#)

119.

2157D

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

Quality: 6,019 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

[FreshOrange's solution](#)

120.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[FreshOrange's solution](#)

121.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dp

[FreshOrange's solution](#)

122.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[FreshOrange's solution](#)

123.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers

[FreshOrange's solution](#)

124.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[FreshOrange's solution](#)

125.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-24 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[FreshOrange's solution](#)

126.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[FreshOrange's solution](#)

127.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[FreshOrange's solution](#)

128.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[FreshOrange's solution](#)

129.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[FreshOrange's solution](#)

130.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[FreshOrange's solution](#)

131.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[FreshOrange's solution](#)

132.

1677B

[Tokitsukaze and Meeting · Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[FreshOrange's solution](#)

133.

2018C

[Tree Pruning · Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[FreshOrange's solution](#)

134.

2006A

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

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[FreshOrange's solution](#)

135.

1948D

[Tandem Repeats? · Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[FreshOrange's solution](#)

136.

1835A

[k-th equality · Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[FreshOrange's solution](#)

137.

1893B

[Neutral Tonality · Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[FreshOrange's solution](#)

138.

1936A

[Bitwise Operation Wizard · Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[FreshOrange's solution](#)

139.

1916D

[Mathematical Problem · Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[FreshOrange's solution](#)

140.

1896D

[Ones and Twos · Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[FreshOrange's solution](#)

141.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[FreshOrange's solution](#)

142.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[FreshOrange's solution](#)

143.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[FreshOrange's solution](#)

144.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[FreshOrange's solution](#)

145.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: games

[FreshOrange's solution](#)

146.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[FreshOrange's solution](#)

147.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[FreshOrange's solution](#)

148.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[FreshOrange's solution](#)

149.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees

[FreshOrange's solution](#)

150.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, greedy, number theory

[FreshOrange's solution](#)

151.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[FreshOrange's solution](#)

152.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[FreshOrange's solution](#)

153.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[FreshOrange's solution](#)

154.

1780D

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

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

[FreshOrange's solution](#)

155.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 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

[FreshOrange's solution](#)

156.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[FreshOrange's solution](#)

157.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[FreshOrange's solution](#)

158.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FreshOrange's solution](#)

159.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[FreshOrange's solution](#)

160.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[FreshOrange's solution](#)

161.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[FreshOrange's solution](#)

162.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[FreshOrange's solution](#)

163.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[FreshOrange's solution](#)

164.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[FreshOrange's solution](#)

165.

1998C

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

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[FreshOrange's solution](#)

166.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[FreshOrange's solution](#)

167.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[FreshOrange's solution](#)

168.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[FreshOrange's solution](#)

169.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[FreshOrange's solution](#)

170.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[FreshOrange's solution](#)

171.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[FreshOrange's solution](#)

172.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[FreshOrange's solution](#)

173.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[FreshOrange's solution](#)

174.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[FreshOrange's solution](#)

175.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, two pointers

[FreshOrange's solution](#)

176.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[FreshOrange's solution](#)

177.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[FreshOrange's solution](#)

178.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[FreshOrange's solution](#)

179.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, trees

[FreshOrange's solution](#)

180.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[FreshOrange's solution](#)

181.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[FreshOrange's solution](#)

182.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[FreshOrange's solution](#)

183.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[FreshOrange's solution](#)

184.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[FreshOrange's solution](#)

185.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2023-03-01 · last AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[FreshOrange's solution](#)

186.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FreshOrange's solution](#)

187.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[FreshOrange's solution](#)

188.

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[FreshOrange's solution](#)

189.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[FreshOrange's solution](#)

190.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[FreshOrange's solution](#)

191.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[FreshOrange's solution](#)

192.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[FreshOrange's solution](#)

193.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[FreshOrange's solution](#)

194.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[FreshOrange's solution](#)

195.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[FreshOrange's solution](#)

196.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[FreshOrange's solution](#)

197.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[FreshOrange's solution](#)

198.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[FreshOrange's solution](#)

199.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[FreshOrange's solution](#)

200.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[FreshOrange's solution](#)

201.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[FreshOrange's solution](#)

202.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[FreshOrange's solution](#)

203.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[FreshOrange's solution](#)

204.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-03-01 · last AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[FreshOrange's solution](#)

205.

1861E

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

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[FreshOrange's solution](#)

206.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[FreshOrange's solution](#)

207.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[FreshOrange's solution](#)

208.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[FreshOrange's solution](#)

209.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[FreshOrange's solution](#)

210.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[FreshOrange's solution](#)

211.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[FreshOrange's solution](#)

212.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FreshOrange's solution](#)

213.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[FreshOrange's solution](#)

214.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[FreshOrange's solution](#)

215.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[FreshOrange's solution](#)

216.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[FreshOrange's solution](#)

217.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[FreshOrange's solution](#)

218.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[FreshOrange's solution](#)

219.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[FreshOrange's solution](#)

220.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[FreshOrange's solution](#)

221.

713C

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

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[FreshOrange's solution](#)

222.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[FreshOrange's solution](#)

223.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[FreshOrange's solution](#)

224.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[FreshOrange's solution](#)

225.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[FreshOrange's solution](#)

226.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[FreshOrange's solution](#)

227.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[FreshOrange's solution](#)

228.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[FreshOrange's solution](#)

229.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: flows

[FreshOrange's solution](#)

230.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2023-03-01 · last AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[FreshOrange's solution](#)

231.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2300 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[FreshOrange's solution](#)

232.

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[FreshOrange's solution](#)

233.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[FreshOrange's solution](#)

234.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[FreshOrange's solution](#)

235.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[FreshOrange's solution](#)

236.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[FreshOrange's solution](#)

237.

115E

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

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[FreshOrange's solution](#)

238.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[FreshOrange's solution](#)

239.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[FreshOrange's solution](#)

240.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[FreshOrange's solution](#)

241.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[FreshOrange's solution](#)

242.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[FreshOrange's solution](#)

243.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[FreshOrange's solution](#)

244.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[FreshOrange's solution](#)

245.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[FreshOrange's solution](#)

246.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[FreshOrange's solution](#)

247.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[FreshOrange's solution](#)

248.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[FreshOrange's solution](#)

249.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[FreshOrange's solution](#)

250.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[FreshOrange's solution](#)

251.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[FreshOrange's solution](#)

252.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[FreshOrange's solution](#)

253.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[FreshOrange's solution](#)

254.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[FreshOrange's solution](#)

255.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[FreshOrange's solution](#)

256.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[FreshOrange's solution](#)

257.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[FreshOrange's solution](#)

258.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[FreshOrange's solution](#)

259.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[FreshOrange's solution](#)

260.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[FreshOrange's solution](#)

261.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[FreshOrange's solution](#)

262.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[FreshOrange's solution](#)

263.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[FreshOrange's solution](#)

264.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[FreshOrange's solution](#)

265.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[FreshOrange's solution](#)

266.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[FreshOrange's solution](#)

267.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-09-09 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[FreshOrange's solution](#)

268.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[FreshOrange's solution](#)

269.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[FreshOrange's solution](#)

270.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[FreshOrange's solution](#)

271.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[FreshOrange's solution](#)

272.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-07-05 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[FreshOrange's solution](#)

273.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-09-11 · last AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[FreshOrange's solution](#)

274.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[FreshOrange's solution](#)

275.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[FreshOrange's solution](#)

276.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[FreshOrange's solution](#)

277.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FreshOrange's solution](#)

278.

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

[FreshOrange's solution](#)

279.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[FreshOrange's solution](#)

280.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[FreshOrange's solution](#)

281.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[FreshOrange's solution](#)

282.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[FreshOrange's solution](#)

283.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FreshOrange's solution](#)

284.

896C

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

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[FreshOrange's solution](#)

285.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[FreshOrange's solution](#)

286.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[FreshOrange's solution](#)

287.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[FreshOrange's solution](#)

288.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[FreshOrange's solution](#)

289.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[FreshOrange's solution](#)

290.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[FreshOrange's solution](#)

291.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[FreshOrange's solution](#)

292.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[FreshOrange's solution](#)

293.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[FreshOrange's solution](#)

294.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[FreshOrange's solution](#)

295.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[FreshOrange's solution](#)

296.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, number theory

[FreshOrange's solution](#)

297.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FreshOrange's solution](#)

298.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[FreshOrange's solution](#)

299.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[FreshOrange's solution](#)

300.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2700 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[FreshOrange's solution](#)

301.

1118F2

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

Quality: 641 global accepts · Rating: 2700 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[FreshOrange's solution](#)

302.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[FreshOrange's solution](#)

303.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees
[FreshOrange's solution](#)

304.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[FreshOrange's solution](#)

305.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[FreshOrange's solution](#)

306.

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-11-10 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[FreshOrange's solution](#)

307.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[FreshOrange's solution](#)

308.

1874D

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

Quality: 938 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[FreshOrange's solution](#)

309.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[FreshOrange's solution](#)

310.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[FreshOrange's solution](#)

311.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[FreshOrange's solution](#)

312.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures
[FreshOrange's solution](#)

313.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[FreshOrange's solution](#)

314.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[FreshOrange's solution](#)

315.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[FreshOrange's solution](#)

316.

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, two pointers
[FreshOrange's solution](#)

317.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[FreshOrange's solution](#)

318.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[FreshOrange's solution](#)

319.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math
[FreshOrange's solution](#)

320.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs
[FreshOrange's solution](#)

321.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[FreshOrange's solution](#)

322.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[FreshOrange's solution](#)

323.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[FreshOrange's solution](#)

324.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[FreshOrange's solution](#)

325.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[FreshOrange's solution](#)

326.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[FreshOrange's solution](#)

327.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[FreshOrange's solution](#)

328.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[FreshOrange's solution](#)

329.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[FreshOrange's solution](#)

330.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[FreshOrange's solution](#)

331.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[FreshOrange's solution](#)

332.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy
[FreshOrange's solution](#)

333.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
[FreshOrange's solution](#)

334.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[FreshOrange's solution](#)

335.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[FreshOrange's solution](#)

336.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings, trees
[FreshOrange's solution](#)

337.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[FreshOrange's solution](#)

338.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[FreshOrange's solution](#)

339.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[FreshOrange's solution](#)

340.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[FreshOrange's solution](#)

341.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[FreshOrange's solution](#)

342.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[FreshOrange's solution](#)

343.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[FreshOrange's solution](#)

344.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[FreshOrange's solution](#)

345.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[FreshOrange's solution](#)

346.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-12-29 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[FreshOrange's solution](#)

347.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft
[FreshOrange's solution](#)

348.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[FreshOrange's solution](#)

349.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[FreshOrange's solution](#)

350.

662E

[To Hack or not to Hack](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3100 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[FreshOrange's solution](#)

351.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[FreshOrange's solution](#)

352.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, number theory

[FreshOrange's solution](#)

353.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[FreshOrange's solution](#)

354.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math

[FreshOrange's solution](#)

355.

1383C

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

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[FreshOrange's solution](#)

356.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[FreshOrange's solution](#)

357.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[FreshOrange's solution](#)

358.

1815E

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

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[FreshOrange's solution](#)

359.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[FreshOrange's solution](#)

360.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-09-13 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[FreshOrange's solution](#)

361.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[FreshOrange's solution](#)

362.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[FreshOrange's solution](#)

363.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[FreshOrange's solution](#)

364.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-09-17 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[FreshOrange's solution](#)

365.

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[FreshOrange's solution](#)

366.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[FreshOrange's solution](#)

367.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2023-12-26 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[FreshOrange's solution](#)

368.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[FreshOrange's solution](#)

369.

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[FreshOrange's solution](#)

370.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-10-24 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[FreshOrange's solution](#)

371.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[FreshOrange's solution](#)

372.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[FreshOrange's solution](#)

373.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[FreshOrange's solution](#)

374.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[FreshOrange's solution](#)

375.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[FreshOrange's solution](#)

376.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry

[FreshOrange's solution](#)

377.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[FreshOrange's solution](#)

378.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[FreshOrange's solution](#)

379.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[FreshOrange's solution](#)

380.

855G

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381.

1495F

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382.

1534G

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383.

582D

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384.

1556H

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385.

901E

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386.

1580F

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Quality: 149 global accepts · Rating: 3300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

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387.

623E

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Quality: 614 global accepts · Rating: 3300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

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388.

1630F

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389.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[FreshOrange's solution](#)

390.

1548E

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Quality: 601 global accepts · Rating: 3400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[FreshOrange's solution](#)

391.

773F

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

Quality: 218 global accepts · Rating: 3400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

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392.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[FreshOrange's solution](#)

393.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[FreshOrange's solution](#)

394.

2165F

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

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-17 · last AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FreshOrange's solution](#)

395.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[FreshOrange's solution](#)

396.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[FreshOrange's solution](#)

397.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[FreshOrange's solution](#)

398.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[FreshOrange's solution](#)

399.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[FreshOrange's solution](#)

400.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FreshOrange's solution](#)

401.

2223B

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

Quality: 1,858 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, math, sortings, two pointers

[FreshOrange's solution](#)

402.

2223A

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

Quality: 3,643 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FreshOrange's solution](#)

403.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[FreshOrange's solution](#)

404.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FreshOrange's solution](#)

405.

105239C

[Colored Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FreshOrange's solution](#)

406.

105239A

[1-Stable Sequence by Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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407.

105239G

[Butterball on a Diet](#) · [Tutorial](#)

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408.

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409.

105239D

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[FreshOrange's solution](#)

410.

105239H

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411.

105239F

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412.

105239E

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413.

105239B

[Let Us Assemble a Portfolio Together](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FreshOrange's solution](#)

414.

102394H

[Highway Buses](#) · Tutorial

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FreshOrange's solution](#)

415.

105174D

[s 01 Tutorial](#)

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416.

105174L

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417.

105174I

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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418.

105174C

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419.

105174F

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420.

105174E

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[FreshOrange's solution](#)

421.

105174B

[Tutorial](#)

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[FreshOrange's solution](#)

422.

105174M

[Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[FreshOrange's solution](#)

423.

105174A

[Tutorial](#)

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[FreshOrange's solution](#)

424.

104270D

[Magic Multiplication](#) · Tutorial

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[FreshOrange's solution](#)

425.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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