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# Unique solved — G2Esports

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

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

Filters: none

Count: 708

1.

2157A

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

Quality: 16,506 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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2.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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3.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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5.

2056A

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Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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6.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

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7.

1501A

[Alexey and Train](#) · [Tutorial](#)

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8.

1795A

[Two Towers](#) · [Tutorial](#)

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9.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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**10.**

2038J

[Waiting for... · Tutorial](#)

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

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**11.**

2038N

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Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**12.**

2031A

[Penchick and Modern Monument · Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

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**13.**

2029A

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**14.**

2021A

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**15.**

2020A

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**16.**

2019A

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**17.**

2157B

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**18.**

1501B

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Quality: 21,078 global accepts · Rating: 900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, sortings

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**19.**

1795B

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**20.**

2031B

[Penchick and Satay Sticks · Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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**21.**

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

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**22.**

2035B

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**23.**

2124B

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**24.**

2040B

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**25.**

2039B

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**26.**

2122B

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**27.**

2096B

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**28.**

2029B

[Replacement](#) · [Tutorial](#)

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**29.**

2056C

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**30.**

2046A

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298B

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**32.**

2041E

[Beautiful Array](#) · [Tutorial](#)

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**33.**

2041B

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Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

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**34.**

2039C1

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**35.**

2021B

[Maximize Mex](#) · [Tutorial](#)

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**36.**

2020B

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**37.**

2019B

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**38.**

1819A

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**39.**

2165A

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**40.**

2129A

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**41.**

2124C

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

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**42.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

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**43.**

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,660 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**44.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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**45.**

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**46.**

2021C1

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Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**47.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**48.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

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**49.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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**50.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

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**51.**

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation,

interactive

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**52.**

2038L

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

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**53.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

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**54.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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**55.**

1771B

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

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**56.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,300 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

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**57.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

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**58.**

790A

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

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**59.**

2157D

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

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**60.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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**61.**

2040C

[Ordered Permutations](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

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**62.**

1677A

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

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**63.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

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**64.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**65.**

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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**66.**

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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**67.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

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**68.**

343B

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

Quality: 17,306 global accepts · Rating: 1600 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[G2Esports's solution](#)

**69.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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**70.**

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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**71.**

2122C

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Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

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**72.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

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**73.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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**74.**

1677B

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

Quality: 4,551 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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**75.**

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

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**76.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

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**77.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**78.**

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

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**79.**

2029C

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Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

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**80.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

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**81.**

789B

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

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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- 82.**  
2030D  
[QED's Favorite Permutation](#) · [Tutorial](#)  
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- 83.**  
582A  
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- 84.**  
2018C  
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- 85.**  
1990D  
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- 86.**  
914C  
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- 87.**  
1296E1  
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- 88.**  
1042D  
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- 89.**  
1501C  
[Going Home](#) · [Tutorial](#)  
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- 90.**  
2039C2  
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- 91.**  
1954D  
[Colored Balls](#) · [Tutorial](#)  
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**92.**

1635D

[Infinite Set](#) · [Tutorial](#)

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**93.**

371D

[Vessels](#) · [Tutorial](#)

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**94.**

402D

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Quality: 2,787 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

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**95.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[G2Esports's solution](#)

**96.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[G2Esports's solution](#)

**97.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,860 global accepts · Rating: 1900 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[G2Esports's solution](#)

**98.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[G2Esports's solution](#)

**99.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[G2Esports's solution](#)

**100.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[G2Esports's solution](#)

**101.**

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[G2Esports's solution](#)

**102.**

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[G2Esports's solution](#)

**103.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[G2Esports's solution](#)

**104.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[G2Esports's solution](#)

**105.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[G2Esports's solution](#)

**106.**

2038G

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

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[G2Esports's solution](#)

**107.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[G2Esports's solution](#)

**108.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[G2Esports's solution](#)

**109.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[G2Esports's solution](#)

**110.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[G2Esports's solution](#)

**111.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[G2Esports's solution](#)

**112.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[G2Esports's solution](#)

**113.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[G2Esports's solution](#)

**114.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[G2Esports's solution](#)

**115.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[G2Esports's solution](#)

**116.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math  
[G2Esports's solution](#)

**117.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy  
[G2Esports's solution](#)

**118.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp  
[G2Esports's solution](#)

**119.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory  
[G2Esports's solution](#)

**120.**

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[G2Esports's solution](#)

**121.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[G2Esports's solution](#)

**122.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[G2Esports's solution](#)

**123.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[G2Esports's solution](#)

**124.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[G2Esports's solution](#)

**125.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[G2Esports's solution](#)

**126.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[G2Esports's solution](#)

**127.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[G2Esports's solution](#)

**128.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[G2Esports's solution](#)

**129.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[G2Esports's solution](#)

**130.**

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[G2Esports's solution](#)

**131.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, ternary search

[G2Esports's solution](#)

**132.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[G2Esports's solution](#)

**133.**

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[G2Esports's solution](#)

**134.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[G2Esports's solution](#)

**135.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[G2Esports's solution](#)

**136.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · last AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[G2Esports's solution](#)

**137.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[G2Esports's solution](#)

**138.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[G2Esports's solution](#)

**139.**

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[G2Esports's solution](#)

**140.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[G2Esports's solution](#)

**141.**

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[G2Esports's solution](#)

**142.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[G2Esports's solution](#)

**143.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[G2Esports's solution](#)

**144.**

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[G2Esports's solution](#)

**145.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[G2Esports's solution](#)

**146.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[G2Esports's solution](#)

**147.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[G2Esports's solution](#)

**148.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[G2Esports's solution](#)

**149.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[G2Esports's solution](#)

**150.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[G2Esports's solution](#)

**151.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[G2Esports's solution](#)

**152.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[G2Esports's solution](#)

**153.**

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math

[G2Esports's solution](#)

**154.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[G2Esports's solution](#)

**155.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[G2Esports's solution](#)

**156.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[G2Esports's solution](#)

**157.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[G2Esports's solution](#)

**158.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[G2Esports's solution](#)

**159.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[G2Esports's solution](#)

**160.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,286 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[G2Esports's solution](#)

**161.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu

[G2Esports's solution](#)

**162.**

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[G2Esports's solution](#)

**163.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[G2Esports's solution](#)

**164.**

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[G2Esports's solution](#)

**165.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[G2Esports's solution](#)

**166.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[G2Esports's solution](#)

**167.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[G2Esports's solution](#)

**168.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[G2Esports's solution](#)

**169.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,409 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[G2Esports's solution](#)

**170.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[G2Esports's solution](#)

**171.**

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[G2Esports's solution](#)

**172.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings  
[G2Esports's solution](#)

**173.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[G2Esports's solution](#)

**174.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle  
[G2Esports's solution](#)

**175.**

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees  
[G2Esports's solution](#)

**176.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees  
[G2Esports's solution](#)

**177.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[G2Esports's solution](#)

**178.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers  
[G2Esports's solution](#)

**179.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search  
[G2Esports's solution](#)

**180.**

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[G2Esports's solution](#)

**181.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math  
[G2Esports's solution](#)

**182.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[G2Esports's solution](#)

**183.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[G2Esports's solution](#)

**184.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[G2Esports's solution](#)

**185.**

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[G2Esports's solution](#)

**186.**

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, number theory

[G2Esports's solution](#)

**187.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[G2Esports's solution](#)

**188.**

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[G2Esports's solution](#)

**189.**

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[G2Esports's solution](#)

**190.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[G2Esports's solution](#)

**191.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[G2Esports's solution](#)

**192.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[G2Esports's solution](#)

**193.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[G2Esports's solution](#)

**194.**

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar

[G2Esports's solution](#)

**195.**

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[G2Esports's solution](#)

**196.**

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[G2Esports's solution](#)

**197.**

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[G2Esports's solution](#)

**198.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[G2Esports's solution](#)

**199.**

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[G2Esports's solution](#)

**200.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[G2Esports's solution](#)

**201.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, trees

[G2Esports's solution](#)

**202.**

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[G2Esports's solution](#)

**203.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[G2Esports's solution](#)

**204.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[G2Esports's solution](#)

**205.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[G2Esports's solution](#)

**206.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graph matchings, graphs

[G2Esports's solution](#)

**207.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[G2Esports's solution](#)

**208.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[G2Esports's solution](#)

**209.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[G2Esports's solution](#)

**210.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[G2Esports's solution](#)

**211.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[G2Esports's solution](#)

**212.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[G2Esports's solution](#)

**213.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[G2Esports's solution](#)

**214.**

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[G2Esports's solution](#)

**215.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**216.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[G2Esports's solution](#)

**217.**

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[G2Esports's solution](#)

**218.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[G2Esports's solution](#)

**219.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[G2Esports's solution](#)

**220.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[G2Esports's solution](#)

**221.**

283D

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

Quality: 641 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[G2Esports's solution](#)

**222.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[G2Esports's solution](#)

**223.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[G2Esports's solution](#)

**224.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[G2Esports's solution](#)

**225.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[G2Esports's solution](#)

**226.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[G2Esports's solution](#)

**227.**

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[G2Esports's solution](#)

**228.**

246E

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

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[G2Esports's solution](#)

**229.**

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

[G2Esports's solution](#)

**230.**

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[G2Esports's solution](#)

**231.**

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[G2Esports's solution](#)

**232.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[G2Esports's solution](#)

**233.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[G2Esports's solution](#)

**234.**

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[G2Esports's solution](#)

**235.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[G2Esports's solution](#)

**236.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[G2Esports's solution](#)

**237.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[G2Esports's solution](#)

**238.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[G2Esports's solution](#)

**239.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[G2Esports's solution](#)

**240.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[G2Esports's solution](#)

**241.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[G2Esports's solution](#)

**242.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs  
[G2Esports's solution](#)

**243.**

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees  
[G2Esports's solution](#)

**244.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing  
[G2Esports's solution](#)

**245.**

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers  
[G2Esports's solution](#)

**246.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities  
[G2Esports's solution](#)

**247.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices  
[G2Esports's solution](#)

**248.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[G2Esports's solution](#)

**249.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[G2Esports's solution](#)

**250.**

744C

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

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[G2Esports's solution](#)

**251.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[G2Esports's solution](#)

**252.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[G2Esports's solution](#)

**253.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[G2Esports's solution](#)

**254.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[G2Esports's solution](#)

**255.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, trees  
[G2Esports's solution](#)

**256.**

915F

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

Quality: 3,053 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[G2Esports's solution](#)

**257.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees  
[G2Esports's solution](#)

**258.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[G2Esports's solution](#)

**259.**

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[G2Esports's solution](#)

**260.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[G2Esports's solution](#)

**261.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy  
[G2Esports's solution](#)

**262.**

1830C

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

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[G2Esports's solution](#)

**263.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[G2Esports's solution](#)

**264.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[G2Esports's solution](#)

**265.**

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[G2Esports's solution](#)

**266.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[G2Esports's solution](#)

**267.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[G2Esports's solution](#)

**268.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[G2Esports's solution](#)

**269.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[G2Esports's solution](#)

**270.**

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[G2Esports's solution](#)

**271.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[G2Esports's solution](#)

**272.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[G2Esports's solution](#)

**273.**

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[G2Esports's solution](#)

**274.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[G2Esports's solution](#)

**275.**

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[G2Esports's solution](#)

**276.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[G2Esports's solution](#)

**277.**

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[G2Esports's solution](#)

**278.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[G2Esports's solution](#)

**279.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[G2Esports's solution](#)

**280.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[G2Esports's solution](#)

**281.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[G2Esports's solution](#)

**282.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[G2Esports's solution](#)

**283.**

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[G2Esports's solution](#)

**284.**

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[G2Esports's solution](#)

**285.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[G2Esports's solution](#)

**286.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[G2Esports's solution](#)

**287.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[G2Esports's solution](#)

**288.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[G2Esports's solution](#)

**289.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[G2Esports's solution](#)

**290.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[G2Esports's solution](#)

**291.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[G2Esports's solution](#)

**292.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[G2Esports's solution](#)

**293.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[G2Esports's solution](#)

**294.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[G2Esports's solution](#)

**295.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[G2Esports's solution](#)

**296.**

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[G2Esports's solution](#)

**297.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[G2Esports's solution](#)

**298.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings  
[G2Esports's solution](#)

**299.**

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees  
[G2Esports's solution](#)

**300.**

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[G2Esports's solution](#)

**301.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy  
[G2Esports's solution](#)

**302.**

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices  
[G2Esports's solution](#)

**303.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[G2Esports's solution](#)

**304.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[G2Esports's solution](#)

**305.**

799E

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

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-06-13 · last AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[G2Esports's solution](#)

**306.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[G2Esports's solution](#)

**307.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[G2Esports's solution](#)

**308.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[G2Esports's solution](#)

**309.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[G2Esports's solution](#)

**310.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[G2Esports's solution](#)

**311.**

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[G2Esports's solution](#)

**312.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[G2Esports's solution](#)

**313.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[G2Esports's solution](#)

**314.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[G2Esports's solution](#)

**315.**

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[G2Esports's solution](#)

**316.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[G2Esports's solution](#)

**317.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[G2Esports's solution](#)

**318.**

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[G2Esports's solution](#)

**319.**

1906K

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[G2Esports's solution](#)

**320.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[G2Esports's solution](#)

**321.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[G2Esports's solution](#)

**322.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[G2Esports's solution](#)

**323.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[G2Esports's solution](#)

**324.**

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[G2Esports's solution](#)

**325.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[G2Esports's solution](#)

**326.**

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math

[G2Esports's solution](#)

**327.**

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[G2Esports's solution](#)

**328.**

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[G2Esports's solution](#)

**329.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[G2Esports's solution](#)

**330.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[G2Esports's solution](#)

**331.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[G2Esports's solution](#)

**332.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[G2Esports's solution](#)

**333.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[G2Esports's solution](#)

**334.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, geometry, math, sortings

[G2Esports's solution](#)

**335.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[G2Esports's solution](#)

**336.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[G2Esports's solution](#)

**337.**

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[G2Esports's solution](#)

**338.**

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[G2Esports's solution](#)

**339.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, matrices

[G2Esports's solution](#)

**340.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[G2Esports's solution](#)

**341.**

884F

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

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[G2Esports's solution](#)

**342.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[G2Esports's solution](#)

**343.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[G2Esports's solution](#)

**344.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[G2Esports's solution](#)

**345.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, number theory

[G2Esports's solution](#)

**346.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[G2Esports's solution](#)

**347.**

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[G2Esports's solution](#)

**348.**

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[G2Esports's solution](#)

**349.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[G2Esports's solution](#)

**350.**

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu

[G2Esports's solution](#)

**351.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[G2Esports's solution](#)

**352.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[G2Esports's solution](#)

**353.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[G2Esports's solution](#)

**354.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[G2Esports's solution](#)

**355.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[G2Esports's solution](#)

**356.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[G2Esports's solution](#)

**357.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[G2Esports's solution](#)

**358.**

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[G2Esports's solution](#)

**359.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[G2Esports's solution](#)

**360.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[G2Esports's solution](#)

**361.**

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[G2Esports's solution](#)

**362.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[G2Esports's solution](#)

**363.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[G2Esports's solution](#)

**364.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[G2Esports's solution](#)

**365.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[G2Esports's solution](#)

**366.**

1994F

[Stardew Valley · Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[G2Esports's solution](#)

**367.**

704B

[Ant Man · Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[G2Esports's solution](#)

**368.**

1949J

[Amanda the Amoeba · Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[G2Esports's solution](#)

**369.**

982E

[Billiard · Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, number theory

[G2Esports's solution](#)

**370.**

1893D

[Colorful Constructive · Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[G2Esports's solution](#)

**371.**

1493E

[Enormous XOR · Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[G2Esports's solution](#)

**372.**

2132G

[Famous Choreographer · Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[G2Esports's solution](#)

**373.**

372D

[Choosing Subtree is Fun · Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[G2Esports's solution](#)

**374.**

797F

[Mice and Holes · Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

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**375.**

1051E

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

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[G2Esports's solution](#)

**376.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

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**377.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

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**378.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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**379.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

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**380.**

6D

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Quality: 2,279 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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**381.**

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

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**382.**

1778F

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Quality: 867 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

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**383.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**384.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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**385.**

1185G2

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Quality: 919 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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**386.**

1582G

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Quality: 699 global accepts · Rating: 2600 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

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**387.**

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: games

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**388.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

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**389.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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**390.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[G2Esports's solution](#)

**391.**

1762E

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Quality: 848 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[G2Esports's solution](#)

**392.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[G2Esports's solution](#)

**393.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[G2Esports's solution](#)

**394.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[G2Esports's solution](#)

**395.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[G2Esports's solution](#)

**396.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[G2Esports's solution](#)

**397.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**398.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[G2Esports's solution](#)

**399.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[G2Esports's solution](#)

**400.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[G2Esports's solution](#)

**401.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[G2Esports's solution](#)

**402.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[G2Esports's solution](#)

**403.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[G2Esports's solution](#)

**404.**

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[G2Esports's solution](#)

**405.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths  
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**406.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[G2Esports's solution](#)

**407.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

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**408.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[G2Esports's solution](#)

**409.**

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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**410.**

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

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**411.**

177G2

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

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[G2Esports's solution](#)

**412.**

1437G

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Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[G2Esports's solution](#)

**413.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[G2Esports's solution](#)

**414.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[G2Esports's solution](#)

**415.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[G2Esports's solution](#)

**416.**

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math

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**417.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[G2Esports's solution](#)

**418.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[G2Esports's solution](#)

**419.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[G2Esports's solution](#)

**420.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[G2Esports's solution](#)

**421.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[G2Esports's solution](#)

**422.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

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**423.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[G2Esports's solution](#)

**424.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[G2Esports's solution](#)

**425.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[G2Esports's solution](#)

**426.**

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees

[G2Esports's solution](#)

**427.**

333C

[Lucky Tickets · Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[G2Esports's solution](#)

**428.**

1295F

[Good Contest · Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

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**429.**

1214F

[Employment · Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**430.**

183D

[T-shirt · Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities

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**431.**

494D

[Birthday · Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

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**432.**

482D

[Random Function and Tree · Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

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**433.**

1841F

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Quality: 607 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings, two pointers

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**434.**

1991G

[Grid Reset · Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[G2Esports's solution](#)

**435.**

1364E

[X-OR · Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[G2Esports's solution](#)

**436.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

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**437.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix structures

[G2Esports's solution](#)

**438.**

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[G2Esports's solution](#)

**439.**

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

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**440.**

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

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**441.**

1450E

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Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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**442.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

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**443.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[G2Esports's solution](#)

**444.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[G2Esports's solution](#)

**445.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[G2Esports's solution](#)

**446.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[G2Esports's solution](#)

**447.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[G2Esports's solution](#)

**448.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

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**449.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

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**450.**

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2025-05-23 · last AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: flows, shortest paths

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**451.**

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

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**452.**

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

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**453.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[G2Esports's solution](#)

**454.**

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

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**455.**

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[G2Esports's solution](#)

**456.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[G2Esports's solution](#)

**457.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory

[G2Esports's solution](#)

**458.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[G2Esports's solution](#)

**459.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[G2Esports's solution](#)

**460.**

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[G2Esports's solution](#)

**461.**

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[G2Esports's solution](#)

**462.**

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[G2Esports's solution](#)

**463.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[G2Esports's solution](#)

**464.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[G2Esports's solution](#)

**465.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees

[G2Esports's solution](#)

**466.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[G2Esports's solution](#)

**467.**

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[G2Esports's solution](#)

**468.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[G2Esports's solution](#)

**469.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[G2Esports's solution](#)

**470.**

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[G2Esports's solution](#)

**471.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[G2Esports's solution](#)

**472.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[G2Esports's solution](#)

**473.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[G2Esports's solution](#)

**474.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[G2Esports's solution](#)

**475.**

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[G2Esports's solution](#)

**476.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two

pointers

[G2Esports's solution](#)

**477.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[G2Esports's solution](#)

**478.**

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[G2Esports's solution](#)

**479.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[G2Esports's solution](#)

**480.**

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[G2Esports's solution](#)

**481.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[G2Esports's solution](#)

**482.**

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[G2Esports's solution](#)

**483.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[G2Esports's solution](#)

**484.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[G2Esports's solution](#)

**485.**

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[G2Esports's solution](#)

**486.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp  
[G2Esports's solution](#)

**487.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[G2Esports's solution](#)

**488.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities  
[G2Esports's solution](#)

**489.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, math  
[G2Esports's solution](#)

**490.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities  
[G2Esports's solution](#)

**491.**

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[G2Esports's solution](#)

**492.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2900 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees  
[G2Esports's solution](#)

**493.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[G2Esports's solution](#)

**494.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures  
[G2Esports's solution](#)

**495.**

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[G2Esports's solution](#)

**496.**

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees  
[G2Esports's solution](#)

**497.**

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[G2Esports's solution](#)

**498.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[G2Esports's solution](#)

**499.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[G2Esports's solution](#)

**500.**

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, trees

[G2Esports's solution](#)

**501.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[G2Esports's solution](#)

**502.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[G2Esports's solution](#)

**503.**

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[G2Esports's solution](#)

**504.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[G2Esports's solution](#)

**505.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: flows

[G2Esports's solution](#)

**506.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[G2Esports's solution](#)

**507.**

1698G

[Long Binary String](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-

middle, number theory  
[G2Esports's solution](#)

**508.**

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[G2Esports's solution](#)

**509.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[G2Esports's solution](#)

**510.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp  
[G2Esports's solution](#)

**511.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[G2Esports's solution](#)

**512.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[G2Esports's solution](#)

**513.**

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[G2Esports's solution](#)

**514.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees  
[G2Esports's solution](#)

**515.**

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[G2Esports's solution](#)

**516.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math  
[G2Esports's solution](#)

**517.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings  
[G2Esports's solution](#)

**518.**

436F

[Banners](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3000 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[G2Esports's solution](#)

**519.**

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[G2Esports's solution](#)

**520.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[G2Esports's solution](#)

**521.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[G2Esports's solution](#)

**522.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[G2Esports's solution](#)

**523.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[G2Esports's solution](#)

**524.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[G2Esports's solution](#)

**525.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[G2Esports's solution](#)

**526.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, shortest paths, strings

[G2Esports's solution](#)

**527.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[G2Esports's solution](#)

**528.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[G2Esports's solution](#)

**529.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[G2Esports's solution](#)

**530.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[G2Esports's solution](#)

**531.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[G2Esports's solution](#)

**532.**

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[G2Esports's solution](#)

**533.**

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[G2Esports's solution](#)

**534.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[G2Esports's solution](#)

**535.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[G2Esports's solution](#)

**536.**

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[G2Esports's solution](#)

**537.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[G2Esports's solution](#)

**538.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[G2Esports's solution](#)

**539.**

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[G2Esports's solution](#)

**540.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[G2Esports's solution](#)

**541.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[G2Esports's solution](#)

**542.**

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[G2Esports's solution](#)

**543.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[G2Esports's solution](#)

**544.**

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[G2Esports's solution](#)

**545.**

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, trees

[G2Esports's solution](#)

**546.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[G2Esports's solution](#)

**547.**

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[G2Esports's solution](#)

**548.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[G2Esports's solution](#)

**549.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[G2Esports's solution](#)

**550.**

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[G2Esports's solution](#)

**551.**

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[G2Esports's solution](#)

**552.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[G2Esports's solution](#)

**553.**

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[G2Esports's solution](#)

**554.**

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[G2Esports's solution](#)

**555.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[G2Esports's solution](#)

**556.**

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[G2Esports's solution](#)

**557.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[G2Esports's solution](#)

**558.**

101821B

[LIS vs. LDS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**559.**

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**560.**

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[G2Esports's solution](#)

**561.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[G2Esports's solution](#)

**562.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[G2Esports's solution](#)

**563.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[G2Esports's solution](#)

**564.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[G2Esports's solution](#)

**565.**

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[G2Esports's solution](#)

**566.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[G2Esports's solution](#)

**567.**

104172L

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

Rating: — · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[G2Esports's solution](#)

**568.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[G2Esports's solution](#)

**569.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[G2Esports's solution](#)

**570.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[G2Esports's solution](#)

**571.**

105385M

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

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**572.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**573.**

105385J

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

Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**574.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**575.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**576.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**577.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**578.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**579.**

103957L

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

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**580.**

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**581.**

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**582.**

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**583.**

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**584.**

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**585.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**586.**

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**587.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**588.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**589.**

105465B

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

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**590.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**591.**

105384J

[Jesse's Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**592.**

105384I

[Increasing Income](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**593.**

105384G

[Goodman](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**594.**

105384D

[Daily Disinfection](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**595.**

105384C

[Chemistry Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**596.**

105384A

[Aibohphobia](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**597.**

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**598.**

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**599.**

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**600.**

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**601.**

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**602.**

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**603.**

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**604.**

105588M

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

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**605.**

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**606.**

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**607.**

104017B

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Rating: — · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**608.**

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**609.**

104017E

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Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**610.**

104017K

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Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**611.**

104017F

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Rating: — · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**612.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**613.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**614.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**615.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**616.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**617.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**618.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**619.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**620.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**621.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**622.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**623.**

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**624.**

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**625.**

104787B

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

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**626.**

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**627.**

104787D

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

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**628.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**629.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**630.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**631.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**632.**

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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**633.**

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**634.**

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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**635.**

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**636.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[G2Esports's solution](#)

**637.**

104857C

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

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**638.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**639.**

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**640.**

104857E

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Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**641.**

104857F

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

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**642.**

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**643.**

104869B

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

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**644.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**645.**

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**646.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**647.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**648.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**649.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**650.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**651.**

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**652.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**653.**

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**654.**

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**655.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

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**656.**

104270D

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

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**657.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**658.**

104270J

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Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**659.**

104270M

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

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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**660.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**661.**

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**662.**

104160A

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

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**663.**

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**664.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**665.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**666.**

104160B

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

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**667.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**668.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[G2Esports's solution](#)

**669.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**670.**

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G2Esports's solution](#)

**671.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**672.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**673.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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**674.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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**675.**

104976M

[V-Diagram](#) · [Tutorial](#)

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**676.**

104813C

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**677.**

104813F

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Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**678.**

104813H

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**679.**

104813E

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