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Unique solved — GOODer

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Count: 314

- 1.**
1776A
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- 2.**
1305A
[Kuroni and the Gifts](#) · [Tutorial](#)
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- 3.**
1773F
[Football](#) · [Tutorial](#)
Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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- 4.**
1178A
[Prime Minister](#) · [Tutorial](#)
Quality: 11,290 global accepts · Rating: 800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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- 5.**
1704A
[Two 0-1 Sequences](#) · [Tutorial](#)
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- 6.**
1696A
[NIT orz!](#) · [Tutorial](#)
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- 7.**
1450A
[Avoid Trygub](#) · [Tutorial](#)
Quality: 18,487 global accepts · Rating: 800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
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- 8.**
1672B
[I love AAAB](#) · [Tutorial](#)
Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
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- 9.**
1672A
[Log Chopping](#) · [Tutorial](#)
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10.

1654B

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11.

1654A

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12.

1428A

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13.

1612A

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14.

1542A

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15.

1541A

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16.

1511A

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17.

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18.

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19.

1435A

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20.

1303A

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21.

1230A

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22.

1427A

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23.

1696B

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24.

1666D

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25.

1609A

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26.

1612B

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27.

1467A

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28.

1313A

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29.

1321A

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30.

1770B

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31.

1770A

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32.

1704B

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33.

1450B

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34.

1237A

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35.

1293B

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36.

1256A

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37.

1230B

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38.

1672C

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39.

1428C

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40.

1609B

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41.

1214B

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42.

1511C

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43.

1511B

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44.

1435B

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45.

1332A

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46.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

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47.

1305B

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48.

1704C

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49.

1205A

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50.

1428B

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51.

1214C

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52.

1541B

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53.

1520D

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54.

1819A

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55.

1776H

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56.

1178C

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57.

1178B

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58.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

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59.

1322A

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60.

1237B

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61.

1612C

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62.

1773E

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63.

1427B

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64.

1696C

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65.

1654C

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66.

1648A

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67.

1284B

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68.

1609C

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69.

1214A

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70.

1541C

[Great Graphs](#) · [Tutorial](#)

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71.

1453B

[Suffix Operations](#) · [Tutorial](#)

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72.

1320A

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73.

1321B

[Journey Planning](#) · [Tutorial](#)

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74.

1303B

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75.

1293C

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76.

1256B

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77.

1776L

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78.

1404A

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Quality: 19,391 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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79.

1340A

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80.

1178D

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81.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

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82.

1158A

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83.

1264A

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84.

1630A

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85.

1439A1

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86.

1010A

[Fly](#) · [Tutorial](#)

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87.

1542B

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88.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

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89.

1139C

[Edgy Trees](#) · [Tutorial](#)

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90.

1332C

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91.

1313C1

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

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92.

845C

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Quality: 13,735 global accepts · Rating: 1500 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

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93.

1256D

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- 94.**
1774D
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- 95.**
1801A
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- 96.**
1305C
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1336A
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1284C
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- 100.**
1609D
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1542C
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- 103.**
1528A
[Parsa's Humongous Tree](#) · [Tutorial](#)
Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[GOODer's solution](#)

104.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: probabilities

[GOODer's solution](#)

105.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1600 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: data structures

[GOODer's solution](#)

106.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[GOODer's solution](#)

107.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[GOODer's solution](#)

108.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[GOODer's solution](#)

109.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[GOODer's solution](#)

110.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[GOODer's solution](#)

111.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[GOODer's solution](#)

112.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[GOODer's solution](#)

113.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[GOODer's solution](#)

114.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[GOODer's solution](#)

115.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[GOODer's solution](#)

116.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[GOODer's solution](#)

117.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[GOODer's solution](#)

118.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[GOODer's solution](#)

119.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[GOODer's solution](#)

120.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[GOODer's solution](#)

121.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[GOODer's solution](#)

122.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[GOODer's solution](#)

123.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: data structures, greedy, schedules

[GOODer's solution](#)

124.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[GOODer's solution](#)

125.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[GOODer's solution](#)

126.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[GOODer's solution](#)

127.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[GOODer's solution](#)

128.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[GOODer's solution](#)

129.

1321D

[Navigation System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[GOODer's solution](#)

130.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy

[GOODer's solution](#)

131.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs

[GOODer's solution](#)

132.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[GOODer's solution](#)

133.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[GOODer's solution](#)

134.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[GOODer's solution](#)

135.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[GOODer's solution](#)

136.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[GOODer's solution](#)

137.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[GOODer's solution](#)

138.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[GOODer's solution](#)

139.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[GOODer's solution](#)

140.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[GOODer's solution](#)

141.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[GOODer's solution](#)

142.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[GOODer's solution](#)

143.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[GOODer's solution](#)

144.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[GOODer's solution](#)

145.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[GOODer's solution](#)

146.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[GOODer's solution](#)

147.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[GOODer's solution](#)

148.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[GOODer's solution](#)

149.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[GOODer's solution](#)

150.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[GOODer's solution](#)

151.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[GOODer's solution](#)

152.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[GOODer's solution](#)

153.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[GOODer's solution](#)

154.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[GOODer's solution](#)

155.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[GOODer's solution](#)

156.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[GOODer's solution](#)

157.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[GOODer's solution](#)

158.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[GOODer's solution](#)

159.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[GOODer's solution](#)

160.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[GOODer's solution](#)

161.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[GOODer's solution](#)

162.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[GOODer's solution](#)

163.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dp, sortings

[GOODer's solution](#)

164.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[GOODer's solution](#)

165.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms
[GOODer's solution](#)

166.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, greedy
[GOODer's solution](#)

167.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[GOODer's solution](#)

168.

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, greedy
[GOODer's solution](#)

169.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
[GOODer's solution](#)

170.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers
[GOODer's solution](#)

171.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[GOODer's solution](#)

172.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[GOODer's solution](#)

173.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[GOODer's solution](#)

174.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[GOODer's solution](#)

175.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[GOODer's solution](#)

176.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[GOODer's solution](#)

177.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[GOODer's solution](#)

178.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[GOODer's solution](#)

179.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[GOODer's solution](#)

180.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[GOODer's solution](#)

181.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[GOODer's solution](#)

182.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[GOODer's solution](#)

183.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[GOODer's solution](#)

184.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[GOODer's solution](#)

185.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[GOODer's solution](#)

186.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[GOODer's solution](#)

187.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[GOODer's solution](#)

188.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[GOODer's solution](#)

189.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 2000 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[GOODer's solution](#)

190.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[GOODer's solution](#)

191.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[GOODer's solution](#)

192.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-05 · last AC: 2019-11-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[GOODer's solution](#)

193.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[GOODer's solution](#)

194.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[GOODer's solution](#)

195.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[GOODer's solution](#)

196.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[GOODer's solution](#)

197.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[GOODer's solution](#)

198.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[GOODer's solution](#)

199.

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[GOODer's solution](#)

200.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[GOODer's solution](#)

201.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[GOODer's solution](#)

202.

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[GOODer's solution](#)

203.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[GOODer's solution](#)

204.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[GOODer's solution](#)

205.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[GOODer's solution](#)

206.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[GOODer's solution](#)

207.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[GOODer's solution](#)

208.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[GOODer's solution](#)

209.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[GOODer's solution](#)

210.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[GOODer's solution](#)

211.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[GOODer's solution](#)

212.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[GOODer's solution](#)

213.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[GOODer's solution](#)

214.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[GOODer's solution](#)

215.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, interactive, math

[GOODer's solution](#)

216.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[GOODer's solution](#)

217.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[GOODer's solution](#)

218.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[GOODer's solution](#)

219.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[GOODer's solution](#)

220.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[GOODer's solution](#)

221.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[GOODer's solution](#)

222.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: math, number theory

[GOODer's solution](#)

223.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[GOODer's solution](#)

224.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[GOODer's solution](#)

225.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[GOODer's solution](#)

226.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[GOODer's solution](#)

227.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[GOODer's solution](#)

228.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[GOODer's solution](#)

229.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[GOODer's solution](#)

230.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[GOODer's solution](#)

231.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[GOODer's solution](#)

232.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[GOODer's solution](#)

233.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[GOODer's solution](#)

234.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[GOODer's solution](#)

235.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[GOODer's solution](#)

236.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[GOODer's solution](#)

237.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[GOODer's solution](#)

238.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[GOODer's solution](#)

239.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[GOODer's solution](#)

240.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[GOODer's solution](#)

241.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[GOODer's solution](#)

242.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[GOODer's solution](#)

243.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2022-01-02 · last AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[GOODer's solution](#)

244.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[GOODer's solution](#)

245.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[GOODer's solution](#)

246.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[GOODer's solution](#)

247.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[GOODer's solution](#)

248.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[GOODer's solution](#)

249.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[GOODer's solution](#)

250.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[GOODer's solution](#)

251.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: data structures

[GOODer's solution](#)

252.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[GOODer's solution](#)

253.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[GOODer's solution](#)

254.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[GOODer's solution](#)

255.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[GOODer's solution](#)

256.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[GOODer's solution](#)

257.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu

[GOODer's solution](#)

258.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[GOODer's solution](#)

259.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[GOODer's solution](#)

260.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[GOODer's solution](#)

261.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[GOODer's solution](#)

262.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[GOODer's solution](#)

263.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[GOODer's solution](#)

264.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[GOODer's solution](#)

265.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures

[GOODer's solution](#)

266.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[GOODer's solution](#)

267.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[GOODer's solution](#)

268.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[GOODer's solution](#)

269.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[GOODer's solution](#)

270.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[GOODer's solution](#)

271.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[GOODer's solution](#)

272.

266E

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

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: data structures, math

[GOODer's solution](#)

273.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[GOODer's solution](#)

274.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[GOODer's solution](#)

275.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[GOODer's solution](#)

276.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[GOODer's solution](#)

277.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[GOODer's solution](#)

278.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[GOODer's solution](#)

279.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[GOODer's solution](#)

280.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[GOODer's solution](#)

281.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: data structures

[GOODer's solution](#)

282.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[GOODer's solution](#)

283.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[GOODer's solution](#)

284.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[GOODer's solution](#)

285.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[GOODer's solution](#)

286.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[GOODer's solution](#)

287.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[GOODer's solution](#)

288.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[GOODer's solution](#)

289.

251D

[Two Sets · Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[GOODer's solution](#)

290.

1458C

[Latin Square · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[GOODer's solution](#)

291.

1148F

[Foo Fighters · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[GOODer's solution](#)

292.

1776D

[Teamwork · Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[GOODer's solution](#)

293.

1404E

[Bricks · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[GOODer's solution](#)

294.

1648D

[Serious Business · Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[GOODer's solution](#)

295.

1383E

[Strange Operation · Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp
[GOODer's solution](#)

296.

1609F

[Interesting Sections · Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[GOODer's solution](#)

297.

613D

[Kingdom and its Cities · Tutorial](#)

Quality: 4,036 global accepts · Rating: 2800 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[GOODer's solution](#)

298.

10D

[LCIS · Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2020-02-03 · last AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dp

[GOODer's solution](#)

299.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[GOODer's solution](#)

300.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees

[GOODer's solution](#)

301.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[GOODer's solution](#)

302.

1344E

[Train Tracks](#) · [Tutorial](#)

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303.

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304.

1188D

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305.

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308.

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309.

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310.

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312.

1444E

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313.

103409H

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