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Unique solved — Gmt.FFF

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

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

Filters: none

Count: 388

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[Gmt.FFF's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,699 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[Gmt.FFF's solution](#)

3.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [sortings](#)

[Gmt.FFF's solution](#)

4.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-25 · last AC: 2026-02-06 · C++14 (GCC 6-32) (first AC) · Tags: [math](#), [number theory](#)

[Gmt.FFF's solution](#)

5.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[Gmt.FFF's solution](#)

6.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

[Gmt.FFF's solution](#)

7.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [games](#)

[Gmt.FFF's solution](#)

8.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#)

[Gmt.FFF's solution](#)

9.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [strings](#)

[Gmt.FFF's solution](#)

10.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Gmt.FFF's solution](#)

11.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Gmt.FFF's solution](#)

12.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,084 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Gmt.FFF's solution](#)

13.

2173A

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

Quality: 23,788 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Gmt.FFF's solution](#)

14.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Gmt.FFF's solution](#)

15.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Gmt.FFF's solution](#)

16.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Gmt.FFF's solution](#)

17.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,906 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Gmt.FFF's solution](#)

18.

2134A

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

Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Gmt.FFF's solution](#)

19.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Gmt.FFF's solution](#)

20.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Gmt.FFF's solution](#)

21.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Gmt.FFF's solution](#)

22.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Gmt.FFF's solution](#)

23.

1884A

[Simple Design](#) · [Tutorial](#)

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

[Gmt.FFF's solution](#)

24.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gmt.FFF's solution](#)

25.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gmt.FFF's solution](#)

26.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Gmt.FFF's solution](#)

27.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Gmt.FFF's solution](#)

28.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Gmt.FFF's solution](#)

29.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Gmt.FFF's solution](#)

30.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Gmt.FFF's solution](#)

31.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Gmt.FFF's solution](#)

32.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Gmt.FFF's solution](#)

33.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Gmt.FFF's solution](#)

34.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Gmt.FFF's solution](#)

35.

1744B

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

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-10-16 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gmt.FFF's solution](#)

36.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Gmt.FFF's solution](#)

37.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Gmt.FFF's solution](#)

38.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Gmt.FFF's solution](#)

39.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-10-13 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Gmt.FFF's solution](#)

40.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-13 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Gmt.FFF's solution](#)

41.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Gmt.FFF's solution](#)

42.

1754A

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

Quality: 24,870 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Gmt.FFF's solution](#)

43.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Gmt.FFF's solution](#)

44.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Gmt.FFF's solution](#)

45.

1741A

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

Quality: 33,805 global accepts · Rating: 800 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Gmt.FFF's solution](#)

46.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[Gmt.FFF's solution](#)

47.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Gmt.FFF's solution](#)

48.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Gmt.FFF's solution](#)

49.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Gmt.FFF's solution](#)

50.

2132B

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

Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[Gmt.FFF's solution](#)

51.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Gmt.FFF's solution](#)

52.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[Gmt.FFF's solution](#)

53.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,715 global accepts · Rating: 900 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Gmt.FFF's solution](#)

54.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-25 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Gmt.FFF's solution](#)

55.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Gmt.FFF's solution](#)

56.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Gmt.FFF's solution](#)

57.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Gmt.FFF's solution](#)

58.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2022-10-13 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gmt.FFF's solution](#)

59.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gmt.FFF's solution](#)

60.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Gmt.FFF's solution](#)

61.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Gmt.FFF's solution](#)

62.

2132C1

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

Quality: 27,742 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Gmt.FFF's solution](#)

63.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Gmt.FFF's solution](#)

64.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,208 global accepts · Rating: 1000 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Gmt.FFF's solution](#)

65.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Gmt.FFF's solution](#)

66.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Gmt.FFF's solution](#)

67.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Gmt.FFF's solution](#)

68.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Gmt.FFF's solution](#)

69.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Gmt.FFF's solution](#)

70.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2022-10-16 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Gmt.FFF's solution](#)

71.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Gmt.FFF's solution](#)

72.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2026-02-11 · last AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Gmt.FFF's solution](#)

73.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Gmt.FFF's solution](#)

74.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Gmt.FFF's solution](#)

75.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Gmt.FFF's solution](#)

76.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Gmt.FFF's solution](#)

77.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Gmt.FFF's solution](#)

78.

331C1

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

Quality: 7,086 global accepts · Rating: 1100 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gmt.FFF's solution](#)

79.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Gmt.FFF's solution](#)

80.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Gmt.FFF's solution](#)

81.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gmt.FFF's solution](#)

82.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Gmt.FFF's solution](#)

83.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Gmt.FFF's solution](#)

84.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Gmt.FFF's solution](#)

85.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2022-10-13 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Gmt.FFF's solution](#)

86.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Gmt.FFF's solution](#)

87.

2196A

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

Quality: 15,842 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Gmt.FFF's solution](#)

88.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[Gmt.FFF's solution](#)

89.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Gmt.FFF's solution](#)

90.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Gmt.FFF's solution](#)

91.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Gmt.FFF's solution](#)

92.

2174A

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

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Gmt.FFF's solution](#)

93.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Gmt.FFF's solution](#)

94.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Gmt.FFF's solution](#)

95.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Gmt.FFF's solution](#)

96.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Gmt.FFF's solution](#)

97.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Gmt.FFF's solution](#)

98.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Gmt.FFF's solution](#)

99.

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Gmt.FFF's solution](#)

100.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2022-10-13 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Gmt.FFF's solution](#)

101.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Gmt.FFF's solution](#)

102.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Gmt.FFF's solution](#)

103.

2201A1

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

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Gmt.FFF's solution](#)

104.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2026-02-11 · last AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Gmt.FFF's solution](#)

105.

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-01-29 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Gmt.FFF's solution](#)

106.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Gmt.FFF's solution](#)

107.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Gmt.FFF's solution](#)

108.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Gmt.FFF's solution](#)

109.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Gmt.FFF's solution](#)

110.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[Gmt.FFF's solution](#)

111.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Gmt.FFF's solution](#)

112.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Gmt.FFF's solution](#)

113.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Gmt.FFF's solution](#)

114.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[Gmt.FFF's solution](#)

115.

1741D

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

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Gmt.FFF's solution](#)

116.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Gmt.FFF's solution](#)

117.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Gmt.FFF's solution](#)

118.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Gmt.FFF's solution](#)

119.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Gmt.FFF's solution](#)

120.

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Gmt.FFF's solution](#)

121.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,072 global accepts · Rating: 1400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Gmt.FFF's solution](#)

122.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gmt.FFF's solution](#)

123.

2132C2

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

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Gmt.FFF's solution](#)

124.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-12-22 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gmt.FFF's solution](#)

125.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Gmt.FFF's solution](#)

126.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Gmt.FFF's solution](#)

127.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Gmt.FFF's solution](#)

128.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Gmt.FFF's solution](#)

129.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Gmt.FFF's solution](#)

130.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gmt.FFF's solution](#)

131.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Gmt.FFF's solution](#)

132.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Gmt.FFF's solution](#)

133.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Gmt.FFF's solution](#)

134.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[Gmt.FFF's solution](#)

135.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Gmt.FFF's solution](#)

136.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Gmt.FFF's solution](#)

137.

2183D1

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

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Gmt.FFF's solution](#)

138.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Gmt.FFF's solution](#)

139.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[Gmt.FFF's solution](#)

140.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[Gmt.FFF's solution](#)

141.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Gmt.FFF's solution](#)

142.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1500 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Gmt.FFF's solution](#)

143.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Gmt.FFF's solution](#)

144.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Gmt.FFF's solution](#)

145.

1744E1

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

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Gmt.FFF's solution](#)

146.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Gmt.FFF's solution](#)

147.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-13 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Gmt.FFF's solution](#)

148.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Gmt.FFF's solution](#)

149.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,456 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Gmt.FFF's solution](#)

150.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Gmt.FFF's solution](#)

151.

2196B

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

Quality: 8,590 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Gmt.FFF's solution](#)

152.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Gmt.FFF's solution](#)

153.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Gmt.FFF's solution](#)

154.

2132D

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

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Gmt.FFF's solution](#)

155.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Gmt.FFF's solution](#)

156.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Gmt.FFF's solution](#)

157.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Gmt.FFF's solution](#)

158.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Gmt.FFF's solution](#)

159.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gmt.FFF's solution](#)

160.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gmt.FFF's solution](#)

161.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Gmt.FFF's solution](#)

162.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[Gmt.FFF's solution](#)

163.

2201B

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

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Gmt.FFF's solution](#)

164.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Gmt.FFF's solution](#)

165.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Gmt.FFF's solution](#)

166.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Gmt.FFF's solution](#)

167.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Gmt.FFF's solution](#)

168.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Gmt.FFF's solution](#)

169.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Gmt.FFF's solution](#)

170.

1884C

[Medium Design](#) · [Tutorial](#)

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

[Gmt.FFF's solution](#)

171.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Gmt.FFF's solution](#)

172.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Gmt.FFF's solution](#)

173.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Gmt.FFF's solution](#)

174.

1879D

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

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-25 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Gmt.FFF's solution](#)

175.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, trees

[Gmt.FFF's solution](#)

176.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Gmt.FFF's solution](#)

177.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Gmt.FFF's solution](#)

178.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Gmt.FFF's solution](#)

179.

2187B

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

Quality: 5,290 global accepts · Rating: 1800 · first AC: 2026-01-29 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

bitmasks, constructive algorithms, dp, greedy

[Gmt.FFF's solution](#)

180.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Gmt.FFF's solution](#)

181.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Gmt.FFF's solution](#)

182.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Gmt.FFF's solution](#)

183.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Gmt.FFF's solution](#)

184.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Gmt.FFF's solution](#)

185.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gmt.FFF's solution](#)

186.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Gmt.FFF's solution](#)

187.

1030D

[Vasya and Triangle](#) · [Tutorial](#)

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory

[Gmt.FFF's solution](#)

188.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Gmt.FFF's solution](#)

189.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gmt.FFF's solution](#)

190.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Gmt.FFF's solution](#)

191.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Gmt.FFF's solution](#)

192.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[Gmt.FFF's solution](#)

193.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2026-02-11 · last AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Gmt.FFF's solution](#)

194.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Gmt.FFF's solution](#)

195.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Gmt.FFF's solution](#)

196.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Gmt.FFF's solution](#)

197.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Gmt.FFF's solution](#)

198.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Gmt.FFF's solution](#)

199.

2173D

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

greedy, math

[Gmt.FFF's solution](#)

200.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Gmt.FFF's solution](#)

201.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Gmt.FFF's solution](#)

202.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Gmt.FFF's solution](#)

203.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Gmt.FFF's solution](#)

204.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-12-22 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gmt.FFF's solution](#)

205.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Gmt.FFF's solution](#)

206.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Gmt.FFF's solution](#)

207.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Gmt.FFF's solution](#)

208.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Gmt.FFF's solution](#)

209.

1744E2

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

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Gmt.FFF's solution](#)

210.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[Gmt.FFF's solution](#)

211.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Gmt.FFF's solution](#)

212.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Gmt.FFF's solution](#)

213.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[Gmt.FFF's solution](#)

214.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Gmt.FFF's solution](#)

215.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Gmt.FFF's solution](#)

216.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[Gmt.FFF's solution](#)

217.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Gmt.FFF's solution](#)

218.

1830B

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

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Gmt.FFF's solution](#)

219.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Gmt.FFF's solution](#)

220.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Gmt.FFF's solution](#)

221.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Gmt.FFF's solution](#)

222.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Gmt.FFF's solution](#)

223.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Gmt.FFF's solution](#)

224.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Gmt.FFF's solution](#)

225.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Gmt.FFF's solution](#)

226.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Gmt.FFF's solution](#)

227.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Gmt.FFF's solution](#)

228.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,414 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Gmt.FFF's solution](#)

229.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Gmt.FFF's solution](#)

230.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, greedy, trees

[Gmt.FFF's solution](#)

231.

1868B2

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

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Gmt.FFF's solution](#)

232.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Gmt.FFF's solution](#)

233.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Gmt.FFF's solution](#)

234.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Gmt.FFF's solution](#)

235.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Gmt.FFF's solution](#)

236.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Gmt.FFF's solution](#)

237.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Gmt.FFF's solution](#)

238.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Gmt.FFF's solution](#)

239.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Gmt.FFF's solution](#)

240.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Gmt.FFF's solution](#)

241.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Gmt.FFF's solution](#)

242.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Gmt.FFF's solution](#)

243.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[Gmt.FFF's solution](#)

244.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Gmt.FFF's solution](#)

245.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Gmt.FFF's solution](#)

246.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-12-22 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Gmt.FFF's solution](#)

247.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Gmt.FFF's solution](#)

248.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Gmt.FFF's solution](#)

249.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

[Gmt.FFF's solution](#)

250.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Gmt.FFF's solution](#)

251.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gmt.FFF's solution](#)

252.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Gmt.FFF's solution](#)

253.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Gmt.FFF's solution](#)

254.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Gmt.FFF's solution](#)

255.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Gmt.FFF's solution](#)

256.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Gmt.FFF's solution](#)

257.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,373 global accepts · Rating: 2300 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Gmt.FFF's solution](#)

258.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Gmt.FFF's solution](#)

259.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Gmt.FFF's solution](#)

260.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Gmt.FFF's solution](#)

261.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-26 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Gmt.FFF's solution](#)

262.

845G

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

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Gmt.FFF's solution](#)

263.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[Gmt.FFF's solution](#)

264.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Gmt.FFF's solution](#)

265.

713C

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

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Gmt.FFF's solution](#)

266.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Gmt.FFF's solution](#)

267.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[Gmt.FFF's solution](#)

268.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Gmt.FFF's solution](#)

269.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Gmt.FFF's solution](#)

270.

1042E

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

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Gmt.FFF's solution](#)

271.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Gmt.FFF's solution](#)

272.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Gmt.FFF's solution](#)

273.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Gmt.FFF's solution](#)

274.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Gmt.FFF's solution](#)

275.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Gmt.FFF's solution](#)

276.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Gmt.FFF's solution](#)

277.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Gmt.FFF's solution](#)

278.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Gmt.FFF's solution](#)

279.

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Gmt.FFF's solution](#)

280.

331C2

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

Quality: 440 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gmt.FFF's solution](#)

281.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Gmt.FFF's solution](#)

282.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Gmt.FFF's solution](#)

283.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[Gmt.FFF's solution](#)

284.

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees

[Gmt.FFF's solution](#)

285.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Gmt.FFF's solution](#)

286.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Gmt.FFF's solution](#)

287.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Gmt.FFF's solution](#)

288.

2201D

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

Quality: 789 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Gmt.FFF's solution](#)

289.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Gmt.FFF's solution](#)

290.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Gmt.FFF's solution](#)

291.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Gmt.FFF's solution](#)

292.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Gmt.FFF's solution](#)

293.

2166F

[Path Split](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Gmt.FFF's solution](#)

294.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Gmt.FFF's solution](#)

295.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Gmt.FFF's solution](#)

296.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, trees

[Gmt.FFF's solution](#)

297.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graph matchings, greedy

[Gmt.FFF's solution](#)

298.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Gmt.FFF's solution](#)

299.

331C3

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

Quality: 624 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gmt.FFF's solution](#)

300.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

301.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Gmt.FFF's solution](#)

302.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Gmt.FFF's solution](#)

303.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Gmt.FFF's solution](#)

304.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Gmt.FFF's solution](#)

305.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Gmt.FFF's solution](#)

306.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Gmt.FFF's solution](#)

307.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Gmt.FFF's solution](#)

308.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gmt.FFF's solution](#)

309.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Gmt.FFF's solution](#)

310.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Gmt.FFF's solution](#)

311.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Gmt.FFF's solution](#)

312.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gmt.FFF's solution](#)

313.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2600 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Gmt.FFF's solution](#)

314.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gmt.FFF's solution](#)

315.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2026-02-08 · last AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Gmt.FFF's solution](#)

316.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[Gmt.FFF's solution](#)

317.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[Gmt.FFF's solution](#)

318.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gmt.FFF's solution](#)

319.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gmt.FFF's solution](#)

320.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Gmt.FFF's solution](#)

321.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Gmt.FFF's solution](#)

322.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-28 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Gmt.FFF's solution](#)

323.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gmt.FFF's solution](#)

324.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Gmt.FFF's solution](#)

325.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gmt.FFF's solution](#)

326.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Gmt.FFF's solution](#)

327.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[Gmt.FFF's solution](#)

328.

319D

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

Quality: 777 global accepts · Rating: 2800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Gmt.FFF's solution](#)

329.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Gmt.FFF's solution](#)

330.

204E

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

Quality: 1,435 global accepts · Rating: 2800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Gmt.FFF's solution](#)

331.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[Gmt.FFF's solution](#)

332.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Gmt.FFF's solution](#)

333.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2023-02-23 · last AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Gmt.FFF's solution](#)

334.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Gmt.FFF's solution](#)

335.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy

[Gmt.FFF's solution](#)

336.

792F

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

Quality: 235 global accepts · Rating: 3100 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Gmt.FFF's solution](#)

337.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gmt.FFF's solution](#)

338.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Gmt.FFF's solution](#)

339.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Gmt.FFF's solution](#)

340.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Gmt.FFF's solution](#)

341.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Gmt.FFF's solution](#)

342.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Gmt.FFF's solution](#)

343.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gmt.FFF's solution](#)

344.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gmt.FFF's solution](#)

345.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Gmt.FFF's solution](#)

346.

105910B

[RTutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

347.

105910J

[Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

348.

105910H

[gYN%Ò_b](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

349.

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gmt.FFF's solution](#)

350.

105922H

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

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gmt.FFF's solution](#)

351.

105922G

[Rock-Paper-Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gmt.FFF's solution](#)

352.

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gmt.FFF's solution](#)

353.

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gmt.FFF's solution](#)

354.

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gmt.FFF's solution](#)

355.

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gmt.FFF's solution](#)

356.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Gmt.FFF's solution](#)

357.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,010 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Gmt.FFF's solution](#)

358.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,218 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Gmt.FFF's solution](#)

359.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Gmt.FFF's solution](#)

360.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[Gmt.FFF's solution](#)

361.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[Gmt.FFF's solution](#)

362.

106161D

[Deductive Snooker Scoring · Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

363.

106161C

[Crossing River · Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

364.

105578I

[Growing Tree · Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

365.

105578D

[Dot Product Game · Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gmt.FFF's solution](#)

366.

105578E

[Light Up the Grid · Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

367.

105578B

[Magical Palette · Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

368.

105578J

[Make Them Believe · Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gmt.FFF's solution](#)

369.

106161B

[Blood Memories · Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

370.

106161L

[Label Matching · Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gmt.FFF's solution](#)

371.

106161A

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