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# Unique solved — Grey Crane Is Here

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**10.**

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**12.**

1450A

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1028A

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1657B

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**16.**

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**20.**

1452C

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1454A

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**23.**

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1455A

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**25.**

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**26.**

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**27.**

1451A

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**28.**

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**29.**

1651B

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1646B

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1646A

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**34.**

1632A

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**35.**

1635B

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1637A

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1644B

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**42.**

1617A

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**45.**

1726A

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**46.**

1451B

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**47.**

1650B

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**48.**

1617B

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**49.**

1591B

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**50.**

1613A

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**51.**

1999B

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**52.**

1761B

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**53.**

1704B

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1713B

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1450B

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**58.**

1613B

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1999D

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1726B

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**62.**

1214B

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**63.**

1656B

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**64.**

1637B

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**65.**

1623B

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**66.**

1647B

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**67.**

1704C

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**68.**

1713C

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**69.**

1214C

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**70.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

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**71.**

1657C

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**72.**

1656C

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**73.**

1650C

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**74.**

1635C

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**75.**

1637C

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

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**76.**

1613C

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**77.**

1999E

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**78.**

1647C

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**79.**

1726C

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**80.**

1037C

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**81.**

1037B

[Reach Median](#) · [Tutorial](#)

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**82.**

1037A

[Packets](#) · [Tutorial](#)

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**83.**

1265B

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**84.**

1667A

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**85.**

1650D

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**86.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**87.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**88.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**89.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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**90.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-21 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

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**91.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**92.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**93.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**94.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

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**95.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

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**96.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · last AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

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**97.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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**98.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-25 · last AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

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**99.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Grey\\_Crane\\_Is\\_Here's solution](#)

**100.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**101.**

1651C

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Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · last AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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**102.**

1646C

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Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

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**103.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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**104.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Grey\\_Crane\\_Is\\_Here's solution](#)

**105.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

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**106.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

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**107.**

1632C

[Strange Test](#) · [Tutorial](#)

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[Grey\\_Crane\\_Is\\_Here's solution](#)

**108.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**109.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · last AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

greedy

[Grey\\_Crane\\_Is\\_Here's solution](#)

**110.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Grey\\_Crane\\_Is\\_Here's solution](#)

**111.**

1709D

[Rorororobot · Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

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**112.**

1037D

[Valid BFS? · Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**113.**

1292B

[Aroma's Search · Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

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**114.**

1644D

[Cross Coloring · Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**115.**

1628B

[Peculiar Movie Preferences · Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**116.**

1142A

[The Beatles · Tutorial](#)

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[Grey\\_Crane\\_Is\\_Here's solution](#)

**117.**

1750D

[Count GCD · Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Grey\\_Crane\\_Is\\_Here's solution](#)

**118.**

1450D

[Rating Compression · Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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**119.**

245H

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[Grey\\_Crane\\_Is\\_Here's solution](#)

**120.**

220B

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[Grey\\_Crane\\_Is\\_Here's solution](#)

**121.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · last AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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**122.**

1630B

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**123.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

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**124.**

1637D

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**125.**

1617D1

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Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Grey\\_Crane\\_Is\\_Here's solution](#)

**126.**

1647D

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[Grey\\_Crane\\_Is\\_Here's solution](#)

**127.**

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

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**128.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

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**129.**

1749D

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**130.**

1214D

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**131.**

568B

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Quality: 2,384 global accepts · Rating: 1900 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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**132.**

1656D

[K-good](#) · Tutorial

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**133.**

1651D

[Nearest Excluded Points](#) · Tutorial

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**134.**

1650E

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**135.**

1648C

[Tyler and Strings](#) · Tutorial

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

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**136.**

1644E

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**137.**

1591D

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Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

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**138.**

1613D

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**139.**

353D

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Quality: 3,188 global accepts · Rating: 2000 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

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**140.**

1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-11-09 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

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**141.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**142.**

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

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**143.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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**144.**

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-25 · last AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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**145.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

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**146.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

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**147.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2022-01-19 · last AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

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**148.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

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**149.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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**150.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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**151.**

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**152.**

215E

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

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**153.**

1028D

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**154.**

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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**155.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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**156.**

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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**157.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Grey\\_Crane\\_Is\\_Here's solution](#)

**158.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

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**159.**

1628D1

[Game on Sum \(Easy Version\) · Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**160.**

570D

[Tree Requests · Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**161.**

1704E

[Count Seconds · Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**162.**

1037E

[Trips · Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Grey\\_Crane\\_Is\\_Here's solution](#)

**163.**

1336C

[Kaavi and Magic Spell · Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**164.**

645E

[Intellectual Inquiry · Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**165.**

617E

[XOR and Favorite Number · Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Grey\\_Crane\\_Is\\_Here's solution](#)

**166.**

1656E

[Equal Tree Sums · Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**167.**

1646E

[Power Board · Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Grey\\_Crane\\_Is\\_Here's solution](#)

**168.**

1630C

[Paint the Middle · Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Grey\\_Crane\\_Is\\_Here's solution](#)

**169.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**170.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**171.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Grey\\_Crane\\_Is\\_Here's solution](#)

**172.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Grey\\_Crane\\_Is\\_Here's solution](#)

**173.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**174.**

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**175.**

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**176.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Grey\\_Crane\\_Is\\_Here's solution](#)

**177.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Grey\\_Crane\\_Is\\_Here's solution](#)

**178.**

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation,

sortings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**179.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Grey\\_Crane\\_Is\\_Here's solution](#)

**180.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**181.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**182.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[Grey\\_Crane\\_Is\\_Here's solution](#)

**183.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**184.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Grey\\_Crane\\_Is\\_Here's solution](#)

**185.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**186.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · last AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, graph matchings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**187.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**188.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Grey\\_Crane\\_Is\\_Here's solution](#)

**189.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**190.**

1450F

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

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Grey\\_Crane\\_Is\\_Here's solution](#)

**191.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Grey\\_Crane\\_Is\\_Here's solution](#)

**192.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**193.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**194.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Grey\\_Crane\\_Is\\_Here's solution](#)

**195.**

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Grey\\_Crane\\_Is\\_Here's solution](#)

**196.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Grey\\_Crane\\_Is\\_Here's solution](#)

**197.**

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-03-26 · last AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**198.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Grey\\_Crane\\_Is\\_Here's solution](#)

**199.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**200.**

1591F

[Non-equal Neighbours · Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**201.**

1327F

[AND Segments · Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Grey\\_Crane\\_Is\\_Here's solution](#)

**202.**

1444C

[Team-Building · Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Grey\\_Crane\\_Is\\_Here's solution](#)

**203.**

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**204.**

1037F

[Maximum Reduction · Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**205.**

804D

[Expected diameter of a tree · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**206.**

1017F

[The Neutral Zone · Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**207.**

1251F

[Red-White Fence · Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[Grey\\_Crane\\_Is\\_Here's solution](#)

**208.**

53E

[Dead Ends · Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Grey\\_Crane\\_Is\\_Here's solution](#)

**209.**

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Grey\\_Crane\\_Is\\_Here's solution](#)

**210.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**211.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Grey\\_Crane\\_Is\\_Here's solution](#)

**212.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**213.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Grey\\_Crane\\_Is\\_Here's solution](#)

**214.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Grey\\_Crane\\_Is\\_Here's solution](#)

**215.**

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Grey\\_Crane\\_Is\\_Here's solution](#)

**216.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**217.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Grey\\_Crane\\_Is\\_Here's solution](#)

**218.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Grey\\_Crane\\_Is\\_Here's solution](#)

**219.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, greedy

[Grey\\_Crane\\_Is\\_Here's solution](#)

**220.**

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**221.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Grey\\_Crane\\_Is\\_Here's solution](#)

**222.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**223.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Grey\\_Crane\\_Is\\_Here's solution](#)

**224.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**225.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**226.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**227.**

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**228.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**229.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[Grey\\_Crane\\_Is\\_Here's solution](#)

**230.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**231.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Grey\\_Crane\\_Is\\_Here's solution](#)

**232.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Grey\\_Crane\\_Is\\_Here's solution](#)

**233.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy

[Grey\\_Crane\\_Is\\_Here's solution](#)

**234.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**235.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Grey\\_Crane\\_Is\\_Here's solution](#)

**236.**

512D

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

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**237.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**238.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Grey\\_Crane\\_Is\\_Here's solution](#)

**239.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-08-08 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Grey\\_Crane\\_Is\\_Here's solution](#)

**240.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[Grey\\_Crane\\_Is\\_Here's solution](#)

**241.**

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Grey\\_Crane\\_Is\\_Here's solution](#)

**242.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Grey\\_Crane\\_Is\\_Here's solution](#)

**243.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Grey\\_Crane\\_Is\\_Here's solution](#)

**244.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**245.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**246.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Grey\\_Crane\\_Is\\_Here's solution](#)

**247.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Grey\\_Crane\\_Is\\_Here's solution](#)

**248.**

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, matrices

[Grey\\_Crane\\_Is\\_Here's solution](#)

**249.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Grey\\_Crane\\_Is\\_Here's solution](#)

**250.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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**251.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-04-02 · last AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

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**252.**

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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**253.**

438E

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Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

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**254.**

521E

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Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

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**255.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

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**256.**

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

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**257.**

576E

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Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

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**258.**

1416F

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Quality: 603 global accepts · Rating: 3300 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

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**259.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: games

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**260.**

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Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**261.**

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**262.**

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**268.**

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**271.**

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**272.**

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**273.**

105588J

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**276.**

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**277.**

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**278.**

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**279.**

104821L

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**280.**

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**281.**

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**282.**

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**283.**

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