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Unique solved — GusterGoose27

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

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

Filters: none

Count: 186

1.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[GusterGoose27's solution](#)

2.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,224 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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3.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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4.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[GusterGoose27's solution](#)

5.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,336 global accepts · Rating: 800 · first AC: 2024-05-24 · last AC: 2024-05-24 · Python 3 (first AC) · Tags: math

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6.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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7.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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8.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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9.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,825 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[GusterGoose27's solution](#)

10.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[GusterGoose27's solution](#)

11.

1783A

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

Quality: 48,704 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

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12.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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13.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2022-04-06 · MS C++ 2017 (first AC) · Tags: greedy, math

[GusterGoose27's solution](#)

14.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-24 · Python 3 (first AC) · Tags: games

[GusterGoose27's solution](#)

15.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,370 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[GusterGoose27's solution](#)

16.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,095 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[GusterGoose27's solution](#)

17.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[GusterGoose27's solution](#)

18.

1816B

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

Quality: 16,688 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[GusterGoose27's solution](#)

19.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[GusterGoose27's solution](#)

20.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings,

two pointers

[GusterGoose27's solution](#)

21.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[GusterGoose27's solution](#)

22.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2022-04-14 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[GusterGoose27's solution](#)

23.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2022-04-12 · MS C++ 2017 (first AC) · Tags: geometry, math

[GusterGoose27's solution](#)

24.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[GusterGoose27's solution](#)

25.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[GusterGoose27's solution](#)

26.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[GusterGoose27's solution](#)

27.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2022-04-20 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings

[GusterGoose27's solution](#)

28.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2022-04-06 · MS C++ 2017 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[GusterGoose27's solution](#)

29.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[GusterGoose27's solution](#)

30.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[GusterGoose27's solution](#)

31.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[GusterGoose27's solution](#)

32.

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[GusterGoose27's solution](#)

33.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[GusterGoose27's solution](#)

34.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[GusterGoose27's solution](#)

35.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[GusterGoose27's solution](#)

36.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[GusterGoose27's solution](#)

37.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[GusterGoose27's solution](#)

38.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[GusterGoose27's solution](#)

39.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,511 global accepts · Rating: 1500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[GusterGoose27's solution](#)

40.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[GusterGoose27's solution](#)

41.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[GusterGoose27's solution](#)

42.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[GusterGoose27's solution](#)

43.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2022-04-14 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[GusterGoose27's solution](#)

44.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[GusterGoose27's solution](#)

45.

1904D1

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

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[GusterGoose27's solution](#)

46.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[GusterGoose27's solution](#)

47.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,262 global accepts · Rating: 1600 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[GusterGoose27's solution](#)

48.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[GusterGoose27's solution](#)

49.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[GusterGoose27's solution](#)

50.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[GusterGoose27's solution](#)

51.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[GusterGoose27's solution](#)

52.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[GusterGoose27's solution](#)

53.

1870D

[Prefix Purchase · Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[GusterGoose27's solution](#)

54.

1691D

[Max GEQ Sum · Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[GusterGoose27's solution](#)

55.

1666C

[Connect the Points · Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[GusterGoose27's solution](#)

56.

2052E

[Expression Correction · Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[GusterGoose27's solution](#)

57.

1854A2

[Dual \(Hard Version\) · Tutorial](#)

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[GusterGoose27's solution](#)

58.

653C

[Bear and Up-Down · Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[GusterGoose27's solution](#)

59.

717D

[Dexterina's Lab · Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, matrices, probabilities

[GusterGoose27's solution](#)

60.

2052J

[Judicious Watching · Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[GusterGoose27's solution](#)

61.

749D

[Leaving Auction · Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[GusterGoose27's solution](#)

62.

1816D

[Sum Graph · Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[GusterGoose27's solution](#)

63.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[GusterGoose27's solution](#)

64.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[GusterGoose27's solution](#)

65.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[GusterGoose27's solution](#)

66.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[GusterGoose27's solution](#)

67.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[GusterGoose27's solution](#)

68.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[GusterGoose27's solution](#)

69.

852E

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

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[GusterGoose27's solution](#)

70.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2021-01-08 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[GusterGoose27's solution](#)

71.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[GusterGoose27's solution](#)

72.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[GusterGoose27's solution](#)

73.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[GusterGoose27's solution](#)

74.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[GusterGoose27's solution](#)

75.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[GusterGoose27's solution](#)

76.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[GusterGoose27's solution](#)

77.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[GusterGoose27's solution](#)

78.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[GusterGoose27's solution](#)

79.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[GusterGoose27's solution](#)

80.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[GusterGoose27's solution](#)

81.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[GusterGoose27's solution](#)

82.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[GusterGoose27's solution](#)

83.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[GusterGoose27's solution](#)

84.

1844E

[Great Grids · Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[GusterGoose27's solution](#)

85.

1837F

[Editorial for Two · Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[GusterGoose27's solution](#)

86.

1578L

[Labyrinth · Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[GusterGoose27's solution](#)

87.

1794E

[Labeling the Tree with Distances · Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[GusterGoose27's solution](#)

88.

145E

[Lucky Queries · Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[GusterGoose27's solution](#)

89.

1243E

[Sum Balance · Tutorial](#)

Rating: 2400 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, implementation

[GusterGoose27's solution](#)

90.

1291E

[Prefix Enlightenment · Tutorial](#)

Rating: 2400 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[GusterGoose27's solution](#)

91.

1575M

[Managing Telephone Poles · Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[GusterGoose27's solution](#)

92.

1634E

[Fair Share · Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[GusterGoose27's solution](#)

93.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[GusterGoose27's solution](#)

94.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees
[GusterGoose27's solution](#)

95.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[GusterGoose27's solution](#)

96.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[GusterGoose27's solution](#)

97.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-01-08 · MS C++ 2017 (first AC) · Tags: data structures, dp, geometry
[GusterGoose27's solution](#)

98.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[GusterGoose27's solution](#)

99.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[GusterGoose27's solution](#)

100.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive
[GusterGoose27's solution](#)

101.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[GusterGoose27's solution](#)

102.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[GusterGoose27's solution](#)

103.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[GusterGoose27's solution](#)

104.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[GusterGoose27's solution](#)

105.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[GusterGoose27's solution](#)

106.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[GusterGoose27's solution](#)

107.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[GusterGoose27's solution](#)

108.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[GusterGoose27's solution](#)

109.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[GusterGoose27's solution](#)

110.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[GusterGoose27's solution](#)

111.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[GusterGoose27's solution](#)

112.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[GusterGoose27's solution](#)

113.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[GusterGoose27's solution](#)

114.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[GusterGoose27's solution](#)

115.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[GusterGoose27's solution](#)

116.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[GusterGoose27's solution](#)

117.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[GusterGoose27's solution](#)

118.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[GusterGoose27's solution](#)

119.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[GusterGoose27's solution](#)

120.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[GusterGoose27's solution](#)

121.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[GusterGoose27's solution](#)

122.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[GusterGoose27's solution](#)

123.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[GusterGoose27's solution](#)

124.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[GusterGoose27's solution](#)

125.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[GusterGoose27's solution](#)

126.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[GusterGoose27's solution](#)

127.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[GusterGoose27's solution](#)

128.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[GusterGoose27's solution](#)

129.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[GusterGoose27's solution](#)

130.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[GusterGoose27's solution](#)

131.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[GusterGoose27's solution](#)

132.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[GusterGoose27's solution](#)

133.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[GusterGoose27's solution](#)

134.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[GusterGoose27's solution](#)

135.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[GusterGoose27's solution](#)

136.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[GusterGoose27's solution](#)

137.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[GusterGoose27's solution](#)

138.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[GusterGoose27's solution](#)

139.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[GusterGoose27's solution](#)

140.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[GusterGoose27's solution](#)

141.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[GusterGoose27's solution](#)

142.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[GusterGoose27's solution](#)

143.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[GusterGoose27's solution](#)

144.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[GusterGoose27's solution](#)

145.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[GusterGoose27's solution](#)

146.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[GusterGoose27's solution](#)

147.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[GusterGoose27's solution](#)

148.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[GusterGoose27's solution](#)

149.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[GusterGoose27's solution](#)

150.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[GusterGoose27's solution](#)

151.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[GusterGoose27's solution](#)

152.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[GusterGoose27's solution](#)

153.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[GusterGoose27's solution](#)

154.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[GusterGoose27's solution](#)

155.

1847E

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

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[GusterGoose27's solution](#)

156.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[GusterGoose27's solution](#)

157.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[GusterGoose27's solution](#)

158.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[GusterGoose27's solution](#)

159.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[GusterGoose27's solution](#)

160.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[GusterGoose27's solution](#)

161.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[GusterGoose27's solution](#)

162.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[GusterGoose27's solution](#)

163.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[GusterGoose27's solution](#)

164.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[GusterGoose27's solution](#)

165.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[GusterGoose27's solution](#)

166.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[GusterGoose27's solution](#)

167.

1815E

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

Quality: 419 global accepts · Rating: 3100 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings

[GusterGoose27's solution](#)

168.

1882E2

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

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[GusterGoose27's solution](#)

169.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[GusterGoose27's solution](#)

170.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[GusterGoose27's solution](#)

171.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[GusterGoose27's solution](#)

172.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, interactive

[GusterGoose27's solution](#)

173.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[GusterGoose27's solution](#)

174.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, interactive

[GusterGoose27's solution](#)

175.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[GusterGoose27's solution](#)

176.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[GusterGoose27's solution](#)

177.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[GusterGoose27's solution](#)

178.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[GusterGoose27's solution](#)

179.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[GusterGoose27's solution](#)

180.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[GusterGoose27's solution](#)

181.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[GusterGoose27's solution](#)

182.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[GusterGoose27's solution](#)

183.

102257A

[Strange Device](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[GusterGoose27's solution](#)

184.

102257C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[GusterGoose27's solution](#)

185.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees

[GusterGoose27's solution](#)

186.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[GusterGoose27's solution](#)