

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — Harmonic qwq

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

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

Filters: none

Count: 292

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Harmonic qwq's solution](#)

2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Harmonic qwq's solution](#)

3.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Harmonic qwq's solution](#)

4.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Harmonic qwq's solution](#)

5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harmonic qwq's solution](#)

6.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harmonic qwq's solution](#)

7.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Harmonic qwq's solution](#)

8.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Harmonic qwq's solution](#)

9.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harmonic qwq's solution](#)

**10.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math  
[Harmonic\\_qwq's solution](#)

**11.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Harmonic\\_qwq's solution](#)

**12.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[Harmonic\\_qwq's solution](#)

**13.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Harmonic\\_qwq's solution](#)

**14.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings  
[Harmonic\\_qwq's solution](#)

**15.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, number theory  
[Harmonic\\_qwq's solution](#)

**16.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[Harmonic\\_qwq's solution](#)

**17.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force  
[Harmonic\\_qwq's solution](#)

**18.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[Harmonic\\_qwq's solution](#)

**19.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[Harmonic\\_qwq's solution](#)

**20.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

sortings

[Harmonic\\_qwq's solution](#)

**21.**

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Harmonic\\_qwq's solution](#)

**22.**

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harmonic\\_qwq's solution](#)

**23.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,039 global accepts · Rating: 800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Harmonic\\_qwq's solution](#)

**24.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Harmonic\\_qwq's solution](#)

**25.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,034 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harmonic\\_qwq's solution](#)

**26.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[Harmonic\\_qwq's solution](#)

**27.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Harmonic\\_qwq's solution](#)

**28.**

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Harmonic\\_qwq's solution](#)

**29.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Harmonic\\_qwq's solution](#)

**30.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Harmonic\\_qwq's solution](#)

**31.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harmonic\\_qwq's solution](#)

**32.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Harmonic\\_qwq's solution](#)

**33.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Harmonic\\_qwq's solution](#)

**34.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Harmonic\\_qwq's solution](#)

**35.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Harmonic\\_qwq's solution](#)

**36.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Harmonic\\_qwq's solution](#)

**37.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Harmonic\\_qwq's solution](#)

**38.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Harmonic\\_qwq's solution](#)

**39.**

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Harmonic\\_qwq's solution](#)

**40.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Harmonic\\_qwq's solution](#)

41.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Harmonic qwq's solution](#)

42.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Harmonic qwq's solution](#)

43.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harmonic qwq's solution](#)

44.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Harmonic qwq's solution](#)

45.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Harmonic qwq's solution](#)

46.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harmonic qwq's solution](#)

47.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Harmonic qwq's solution](#)

48.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Harmonic qwq's solution](#)

49.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Harmonic qwq's solution](#)

50.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Harmonic qwq's solution](#)

51.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Harmonic\\_qwq's solution](#)

**52.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Harmonic\\_qwq's solution](#)

**53.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Harmonic\\_qwq's solution](#)

**54.**

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[Harmonic\\_qwq's solution](#)

**55.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation  
[Harmonic\\_qwq's solution](#)

**56.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
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**57.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[Harmonic\\_qwq's solution](#)

**58.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs  
[Harmonic\\_qwq's solution](#)

**59.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Harmonic\\_qwq's solution](#)

**60.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Harmonic\\_qwq's solution](#)

**61.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[Harmonic\\_qwq's solution](#)

**62.**

2063B

[Subsequence Update](#) · [Tutorial](#)

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Harmonic\\_qwq's solution](#)

**63.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Harmonic\\_qwq's solution](#)

**64.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Harmonic\\_qwq's solution](#)

**65.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Harmonic\\_qwq's solution](#)

**66.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Harmonic\\_qwq's solution](#)

**67.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Harmonic\\_qwq's solution](#)

**68.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Harmonic\\_qwq's solution](#)

**69.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harmonic\\_qwq's solution](#)

**70.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[Harmonic\\_qwq's solution](#)

**71.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Harmonic\\_qwq's solution](#)

**72.**

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Harmonic qwq's solution](#)

**73.**

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, strings

[Harmonic qwq's solution](#)

**74.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Harmonic qwq's solution](#)

**75.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[Harmonic qwq's solution](#)

**76.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Harmonic qwq's solution](#)

**77.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[Harmonic qwq's solution](#)

**78.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Harmonic qwq's solution](#)

**79.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Harmonic qwq's solution](#)

**80.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Harmonic qwq's solution](#)

**81.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Harmonic qwq's solution](#)

**82.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Harmonic qwq's solution](#)

**83.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Harmonic qwq's solution](#)

**84.**

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Harmonic qwq's solution](#)

**85.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Harmonic qwq's solution](#)

**86.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Harmonic qwq's solution](#)

**87.**

1816C

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

Rating: 1300 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Harmonic qwq's solution](#)

**88.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Harmonic qwq's solution](#)

**89.**

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Harmonic qwq's solution](#)

**90.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[Harmonic qwq's solution](#)

**91.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Harmonic qwq's solution](#)

- 92.**  
2049B  
[pspspsps · Tutorial](#)  
Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation  
[Harmonic\\_qwq's solution](#)
- 93.**  
2022B  
[Kar Salesman · Tutorial](#)  
Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[Harmonic\\_qwq's solution](#)
- 94.**  
2025C  
[New Game · Tutorial](#)  
Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers  
[Harmonic\\_qwq's solution](#)
- 95.**  
2031C  
[Penchick and BBQ Buns · Tutorial](#)  
Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[Harmonic\\_qwq's solution](#)
- 96.**  
2026B  
[Black Cells · Tutorial](#)  
Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy  
[Harmonic\\_qwq's solution](#)
- 97.**  
2024C  
[Concatenation of Arrays · Tutorial](#)  
Rating: 1300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Harmonic\\_qwq's solution](#)
- 98.**  
2127C  
[Trip Shopping · Tutorial](#)  
Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[Harmonic\\_qwq's solution](#)
- 99.**  
1825C  
[LuoTianyi and the Show · Tutorial](#)  
Rating: 1400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Harmonic\\_qwq's solution](#)
- 100.**  
1989C  
[Two Movies · Tutorial](#)  
Quality: 22,450 global accepts · Rating: 1400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Harmonic\\_qwq's solution](#)
- 101.**  
2055C  
[The Trail · Tutorial](#)  
Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers  
[Harmonic\\_qwq's solution](#)

**102.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, math

[Harmonic\\_qwq's solution](#)

**103.**

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Harmonic\\_qwq's solution](#)

**104.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Harmonic\\_qwq's solution](#)

**105.**

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Harmonic\\_qwq's solution](#)

**106.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Harmonic\\_qwq's solution](#)

**107.**

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Harmonic\\_qwq's solution](#)

**108.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Harmonic\\_qwq's solution](#)

**109.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Harmonic\\_qwq's solution](#)

**110.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Harmonic\\_qwq's solution](#)

**111.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Harmonic\\_qwq's solution](#)

**112.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Harmonic\\_qwq's solution](#)

**113.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Harmonic\\_qwq's solution](#)

**114.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Harmonic\\_qwq's solution](#)

**115.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Harmonic\\_qwq's solution](#)

**116.**

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Harmonic\\_qwq's solution](#)

**117.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Harmonic\\_qwq's solution](#)

**118.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Harmonic\\_qwq's solution](#)

**119.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Harmonic\\_qwq's solution](#)

**120.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harmonic\\_qwq's solution](#)

**121.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, graphs, greedy, implementation, shortest paths

[Harmonic\\_qwq's solution](#)

**122.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, strings

[Harmonic\\_qwq's solution](#)

**123.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[Harmonic\\_qwq's solution](#)

**124.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Harmonic\\_qwq's solution](#)

**125.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Harmonic\\_qwq's solution](#)

**126.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Harmonic\\_qwq's solution](#)

**127.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Harmonic\\_qwq's solution](#)

**128.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Harmonic\\_qwq's solution](#)

**129.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Harmonic\\_qwq's solution](#)

**130.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Harmonic\\_qwq's solution](#)

**131.**

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[Harmonic\\_qwq's solution](#)

**132.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Harmonic\\_qwq's solution](#)

**133.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Harmonic\\_qwq's solution](#)

**134.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Harmonic\\_qwq's solution](#)

**135.**

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Harmonic\\_qwq's solution](#)

**136.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[Harmonic\\_qwq's solution](#)

**137.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Harmonic\\_qwq's solution](#)

**138.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Harmonic\\_qwq's solution](#)

**139.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Harmonic\\_qwq's solution](#)

**140.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Harmonic\\_qwq's solution](#)

**141.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Harmonic\\_qwq's solution](#)

**142.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Harmonic\\_qwq's solution](#)

**143.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Harmonic\\_qwq's solution](#)

**144.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Harmonic\\_qwq's solution](#)

**145.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Harmonic\\_qwq's solution](#)

**146.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Harmonic\\_qwq's solution](#)

**147.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Harmonic\\_qwq's solution](#)

**148.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Harmonic\\_qwq's solution](#)

**149.**

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

[Harmonic\\_qwq's solution](#)

**150.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[Harmonic\\_qwq's solution](#)

**151.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and

conquer, dp

[Harmonic\\_qwq's solution](#)

**152.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Harmonic\\_qwq's solution](#)

**153.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Harmonic\\_qwq's solution](#)

**154.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Harmonic\\_qwq's solution](#)

**155.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Harmonic\\_qwq's solution](#)

**156.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Harmonic\\_qwq's solution](#)

**157.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Harmonic\\_qwq's solution](#)

**158.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Harmonic\\_qwq's solution](#)

**159.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Harmonic\\_qwq's solution](#)

**160.**

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Harmonic\\_qwq's solution](#)

**161.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Harmonic\\_qwq's solution](#)

**162.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Harmonic\\_qwq's solution](#)

**163.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Harmonic\\_qwq's solution](#)

**164.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Harmonic\\_qwq's solution](#)

**165.**

1778D

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

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Harmonic\\_qwq's solution](#)

**166.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Harmonic\\_qwq's solution](#)

**167.**

2040E

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

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Harmonic\\_qwq's solution](#)

**168.**

519E

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

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Harmonic\\_qwq's solution](#)

**169.**

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Harmonic\\_qwq's solution](#)

**170.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Harmonic\\_qwq's solution](#)

**171.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Harmonic\\_qwq's solution](#)

**172.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs  
[Harmonic\\_qwq's solution](#)

**173.**

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[Harmonic\\_qwq's solution](#)

**174.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp  
[Harmonic\\_qwq's solution](#)

**175.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math  
[Harmonic\\_qwq's solution](#)

**176.**

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[Harmonic\\_qwq's solution](#)

**177.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math  
[Harmonic\\_qwq's solution](#)

**178.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures  
[Harmonic\\_qwq's solution](#)

**179.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees  
[Harmonic\\_qwq's solution](#)

**180.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory  
[Harmonic\\_qwq's solution](#)

**181.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[Harmonic\\_qwq's solution](#)

**182.**

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Harmonic qwq's solution](#)

**183.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Harmonic qwq's solution](#)

**184.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Harmonic qwq's solution](#)

**185.**

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[Harmonic qwq's solution](#)

**186.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Harmonic qwq's solution](#)

**187.**

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Harmonic qwq's solution](#)

**188.**

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Harmonic qwq's solution](#)

**189.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Harmonic qwq's solution](#)

**190.**

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Harmonic qwq's solution](#)

**191.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Harmonic qwq's solution](#)

**192.**

1202E

[You Are Given Some Strings... · Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[Harmonic\\_qwq's solution](#)

**193.**

1106F

[Lunar New Year and a Recursive Sequence · Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory

[Harmonic\\_qwq's solution](#)

**194.**

375D

[Tree and Queries · Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Harmonic\\_qwq's solution](#)

**195.**

915F

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

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Harmonic\\_qwq's solution](#)

**196.**

1707C

[DFS Trees · Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Harmonic\\_qwq's solution](#)

**197.**

1051F

[The Shortest Statement · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[Harmonic\\_qwq's solution](#)

**198.**

580E

[Kefa and Watch · Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[Harmonic\\_qwq's solution](#)

**199.**

1253F

[Cheap Robot · Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Harmonic\\_qwq's solution](#)

**200.**

1559D2

[Mocha and Diana \(Hard Version\) · Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Harmonic\\_qwq's solution](#)

**201.**

1637F

[Towers · Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Harmonic\\_qwq's solution](#)

**202.**

1725K

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Harmonic qwq's solution](#)

**203.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Harmonic qwq's solution](#)

**204.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Harmonic qwq's solution](#)

**205.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2025-09-18 · last AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Harmonic qwq's solution](#)

**206.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[Harmonic qwq's solution](#)

**207.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[Harmonic qwq's solution](#)

**208.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, trees

[Harmonic qwq's solution](#)

**209.**

285E

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

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Harmonic qwq's solution](#)

**210.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Harmonic qwq's solution](#)

**211.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Harmonic qwq's solution](#)

**212.**

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Harmonic\\_qwq's solution](#)

**213.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Harmonic\\_qwq's solution](#)

**214.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Harmonic\\_qwq's solution](#)

**215.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Harmonic\\_qwq's solution](#)

**216.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Harmonic\\_qwq's solution](#)

**217.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Harmonic\\_qwq's solution](#)

**218.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Harmonic\\_qwq's solution](#)

**219.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Harmonic\\_qwq's solution](#)

**220.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Harmonic\\_qwq's solution](#)

**221.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Harmonic\\_qwq's solution](#)

**222.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2025-03-24 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Harmonic\\_qwq's solution](#)

**223.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Harmonic\\_qwq's solution](#)

**224.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Harmonic\\_qwq's solution](#)

**225.**

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2026-01-11 · last AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Harmonic\\_qwq's solution](#)

**226.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Harmonic\\_qwq's solution](#)

**227.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[Harmonic\\_qwq's solution](#)

**228.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Harmonic\\_qwq's solution](#)

**229.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Harmonic\\_qwq's solution](#)

**230.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Harmonic\\_qwq's solution](#)

**231.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Harmonic\\_qwq's solution](#)

**232.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures,

dfs and similar, greedy, trees

[Harmonic\\_qwq's solution](#)

**233.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[Harmonic\\_qwq's solution](#)

**234.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Harmonic\\_qwq's solution](#)

**235.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-03-30 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Harmonic\\_qwq's solution](#)

**236.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Harmonic\\_qwq's solution](#)

**237.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, trees

[Harmonic\\_qwq's solution](#)

**238.**

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, trees

[Harmonic\\_qwq's solution](#)

**239.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Harmonic\\_qwq's solution](#)

**240.**

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Harmonic\\_qwq's solution](#)

**241.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Harmonic\\_qwq's solution](#)

**242.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Harmonic\\_qwq's solution](#)

**243.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, trees

[Harmonic\\_qwq's solution](#)

**244.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Harmonic\\_qwq's solution](#)

**245.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Harmonic\\_qwq's solution](#)

**246.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Harmonic\\_qwq's solution](#)

**247.**

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, trees

[Harmonic\\_qwq's solution](#)

**248.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Harmonic\\_qwq's solution](#)

**249.**

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harmonic\\_qwq's solution](#)

**250.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harmonic\\_qwq's solution](#)

**251.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harmonic\\_qwq's solution](#)

**252.**

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harmonic\\_qwq's solution](#)

**253.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**254.**

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**255.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**256.**

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**257.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**258.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**259.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**260.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**261.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**262.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**263.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Harmonic\\_qwq's solution](#)

**264.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harmonic\\_qwq's solution](#)

**265.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harmonic\\_qwq's solution](#)

**266.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harmonic\\_qwq's solution](#)

**267.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harmonic\\_qwq's solution](#)

**268.**

105578A

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