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Unique solved — HealSpirit

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1.

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2.

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3.

1749A

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4.

1657B

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5.

1657A

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6.

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1651B

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8.

1651A

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1646B

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24.

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1613B

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43.

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45.

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47.

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48.

1063A

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49.

1381A1

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51.

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52.

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1648A

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54.

1629C

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1627C

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1605C

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1606C

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1385D

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60.

1651C

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61.

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62.

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63.

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66.

1299A

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71.

1615C

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72.

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1629D
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1292B
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83.

1396B

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84.

1648B

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86.

1631D

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87.

1063B

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88.

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89.

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90.

883I

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91.

1092F

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92.

372B

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93.

351B

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94.

16E

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95.

739B

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97.

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98.

1648C

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

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

[HealSpirit's solution](#)

99.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[HealSpirit's solution](#)

100.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[HealSpirit's solution](#)

101.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[HealSpirit's solution](#)

102.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[HealSpirit's solution](#)

103.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[HealSpirit's solution](#)

104.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[HealSpirit's solution](#)

105.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[HealSpirit's solution](#)

106.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[HealSpirit's solution](#)

107.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[HealSpirit's solution](#)

108.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[HealSpirit's solution](#)

109.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[HealSpirit's solution](#)

110.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[HealSpirit's solution](#)

111.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[HealSpirit's solution](#)

112.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[HealSpirit's solution](#)

113.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[HealSpirit's solution](#)

114.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[HealSpirit's solution](#)

115.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[HealSpirit's solution](#)

116.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[HealSpirit's solution](#)

117.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[HealSpirit's solution](#)

118.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[HealSpirit's solution](#)

119.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[HealSpirit's solution](#)

120.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[HealSpirit's solution](#)

121.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[HealSpirit's solution](#)

122.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, probabilities

[HealSpirit's solution](#)

123.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[HealSpirit's solution](#)

124.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[HealSpirit's solution](#)

125.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[HealSpirit's solution](#)

126.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[HealSpirit's solution](#)

127.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[HealSpirit's solution](#)

128.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[HealSpirit's solution](#)

129.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[HealSpirit's solution](#)

130.

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[HealSpirit's solution](#)

131.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[HealSpirit's solution](#)

132.

1265E

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

Quality: 4,524 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[HealSpirit's solution](#)

133.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[HealSpirit's solution](#)

134.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[HealSpirit's solution](#)

135.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[HealSpirit's solution](#)

136.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[HealSpirit's solution](#)

137.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[HealSpirit's solution](#)

138.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[HealSpirit's solution](#)

139.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[HealSpirit's solution](#)

140.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[HealSpirit's solution](#)

141.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[HealSpirit's solution](#)

142.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[HealSpirit's solution](#)

143.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[HealSpirit's solution](#)

144.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[HealSpirit's solution](#)

145.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[HealSpirit's solution](#)

146.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[HealSpirit's solution](#)

147.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[HealSpirit's solution](#)

148.

1631E

[Paint the Middle](#) · [Tutorial](#)

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

[HealSpirit's solution](#)

149.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[HealSpirit's solution](#)

150.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[HealSpirit's solution](#)

151.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-01-05 · last AC: 2024-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[HealSpirit's solution](#)

152.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[HealSpirit's solution](#)

153.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[HealSpirit's solution](#)

154.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[HealSpirit's solution](#)

155.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[HealSpirit's solution](#)

156.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[HealSpirit's solution](#)

157.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[HealSpirit's solution](#)

158.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[HealSpirit's solution](#)

159.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[HealSpirit's solution](#)

160.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[HealSpirit's solution](#)

161.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[HealSpirit's solution](#)

162.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[HealSpirit's solution](#)

163.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[HealSpirit's solution](#)

164.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[HealSpirit's solution](#)

165.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[HealSpirit's solution](#)

166.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[HealSpirit's solution](#)

167.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[HealSpirit's solution](#)

168.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[HealSpirit's solution](#)

169.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[HealSpirit's solution](#)

170.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[HealSpirit's solution](#)

171.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[HealSpirit's solution](#)

172.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[HealSpirit's solution](#)

173.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[HealSpirit's solution](#)

174.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[HealSpirit's solution](#)

175.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[HealSpirit's solution](#)

176.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[HealSpirit's solution](#)

177.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[HealSpirit's solution](#)

178.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[HealSpirit's solution](#)

179.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[HealSpirit's solution](#)

180.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[HealSpirit's solution](#)

181.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[HealSpirit's solution](#)

182.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[HealSpirit's solution](#)

183.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[HealSpirit's solution](#)

184.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-01-06 · last AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[HealSpirit's solution](#)

185.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2022-01-06 · last AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[HealSpirit's solution](#)

186.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[HealSpirit's solution](#)

187.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[HealSpirit's solution](#)

188.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[HealSpirit's solution](#)

189.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: strings

[HealSpirit's solution](#)

190.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[HealSpirit's solution](#)

191.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[HealSpirit's solution](#)

192.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[HealSpirit's solution](#)

193.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[HealSpirit's solution](#)

194.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[HealSpirit's solution](#)

195.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-05-21 · last AC: 2021-05-21 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[HealSpirit's solution](#)

196.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[HealSpirit's solution](#)

197.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[HealSpirit's solution](#)

198.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2022-01-11 · last AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing

[HealSpirit's solution](#)

199.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[HealSpirit's solution](#)

200.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[HealSpirit's solution](#)

201.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[HealSpirit's solution](#)

202.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[HealSpirit's solution](#)

203.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[HealSpirit's solution](#)

204.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[HealSpirit's solution](#)

205.

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[HealSpirit's solution](#)

206.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[HealSpirit's solution](#)

207.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[HealSpirit's solution](#)

208.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[HealSpirit's solution](#)

209.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[HealSpirit's solution](#)

210.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,151 global accepts · Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[HealSpirit's solution](#)

211.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[HealSpirit's solution](#)

212.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[HealSpirit's solution](#)

213.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[HealSpirit's solution](#)

214.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[HealSpirit's solution](#)

215.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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216.

105578E

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

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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217.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[HealSpirit's solution](#)

218.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[HealSpirit's solution](#)

219.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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220.

105657M

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

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[HealSpirit's solution](#)

221.

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[Heavy-light Decomposition](#) · [Tutorial](#)

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222.

105657E

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223.

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224.

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225.

105158C

[N=NCEuÅN_‰•bSkÔ•\[](#)

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226.

105158H

[Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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227.

105158K

[Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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228.

105158L

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229.

105158M

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230.

105158J

[Tutorial](#)

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231.

105158A

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232.

105158B

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233.

105158F

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