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<https://cfelitetracker.vercel.app>

Unique solved — Hoks

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

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

Filters: none

Count: 1,140

1.

2189A

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

Quality: 24,372 global accepts · Rating: 800 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Hoks_'s solution](#)

2.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Hoks_'s solution](#)

3.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Hoks_'s solution](#)

4.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,709 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Hoks_'s solution](#)

5.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Hoks_'s solution](#)

6.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Hoks_'s solution](#)

7.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Hoks_'s solution](#)

8.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,212 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Hoks_'s solution](#)

9.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Hoks_'s solution](#)

10.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Hoks_'s solution](#)

11.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[Hoks_'s solution](#)

12.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[Hoks_'s solution](#)

13.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[Hoks_'s solution](#)

14.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings
[Hoks_'s solution](#)

15.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,558 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[Hoks_'s solution](#)

16.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,376 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[Hoks_'s solution](#)

17.

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[Hoks_'s solution](#)

18.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[Hoks_'s solution](#)

19.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[Hoks_'s solution](#)

20.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Hoks_'s solution](#)

21.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

22.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Hoks_'s solution](#)

23.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Hoks_'s solution](#)

24.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Hoks_'s solution](#)

25.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Hoks_'s solution](#)

26.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,972 global accepts · Rating: 800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Hoks_'s solution](#)

27.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Hoks_'s solution](#)

28.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Hoks_'s solution](#)

29.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

30.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Hoks_'s solution](#)

31.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Hoks_'s solution](#)

32.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Hoks_'s solution](#)

33.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Hoks_'s solution](#)

34.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Hoks_'s solution](#)

35.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Hoks_'s solution](#)

36.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Hoks_'s solution](#)

37.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Hoks_'s solution](#)

38.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Hoks_'s solution](#)

39.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Hoks_'s solution](#)

40.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Hoks_'s solution](#)

41.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Hoks_'s solution](#)

42.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Hoks_'s solution](#)

43.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[Hoks_'s solution](#)

44.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Hoks_'s solution](#)

45.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Hoks_'s solution](#)

46.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Hoks_'s solution](#)

47.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Hoks_'s solution](#)

48.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Hoks_'s solution](#)

49.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Hoks_'s solution](#)

50.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Hoks_'s solution](#)

51.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Hoks_'s solution](#)

52.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Hoks_'s solution](#)

53.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Hoks_'s solution](#)

54.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Hoks_'s solution](#)

55.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Hoks_'s solution](#)

56.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Hoks_'s solution](#)

57.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Hoks_'s solution](#)

58.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Hoks_'s solution](#)

59.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Hoks_'s solution](#)

60.

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 800 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[Hoks_'s solution](#)

61.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,157 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Hoks_'s solution](#)

62.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Hoks_'s solution](#)

63.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Hoks_'s solution](#)

64.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Hoks_'s solution](#)

65.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Hoks_'s solution](#)

66.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[Hoks_'s solution](#)

67.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Hoks_'s solution](#)

68.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Hoks_'s solution](#)

69.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Hoks_'s solution](#)

70.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[Hoks_'s solution](#)

71.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation, math, number theory

[Hoks_'s solution](#)

72.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,493 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Hoks_'s solution](#)

73.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Hoks_'s solution](#)

74.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Hoks_'s solution](#)

75.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Hoks_'s solution](#)

76.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,441 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Hoks_'s solution](#)

77.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hoks_'s solution](#)

78.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Hoks_'s solution](#)

79.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Hoks_'s solution](#)

80.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Hoks_'s solution](#)

81.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Hoks_'s solution](#)

82.

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[Hoks_'s solution](#)

83.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Hoks_'s solution](#)

84.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Hoks_'s solution](#)

85.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Hoks_'s solution](#)

86.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, two pointers

[Hoks_'s solution](#)

87.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Hoks_'s solution](#)

88.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Hoks_'s solution](#)

89.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Hoks_'s solution](#)

90.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Hoks_'s solution](#)

91.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Hoks_'s solution](#)

92.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

93.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2024-12-07 · last AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Hoks_'s solution](#)

94.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Hoks_'s solution](#)

95.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Hoks_'s solution](#)

96.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Hoks_'s solution](#)

97.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Hoks_'s solution](#)

98.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Hoks_'s solution](#)

99.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Hoks_'s solution](#)

100.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,548 global accepts · Rating: 1000 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Hoks_'s solution](#)

101.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Hoks_'s solution](#)

102.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Hoks_'s solution](#)

103.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hoks_'s solution](#)

104.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hoks_'s solution](#)

105.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Hoks_'s solution](#)

106.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Hoks_'s solution](#)

107.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,336 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Hoks_'s solution](#)

108.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Hoks_'s solution](#)

109.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,376 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Hoks_'s solution](#)

110.

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Hoks_'s solution](#)

111.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Hoks_'s solution](#)

112.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Hoks_'s solution](#)

113.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[Hoks_'s solution](#)

114.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[Hoks_'s solution](#)

115.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Hoks_'s solution](#)

116.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[Hoks_'s solution](#)

117.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Hoks_'s solution](#)

118.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[Hoks_'s solution](#)

119.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[Hoks_'s solution](#)

120.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Hoks_'s solution](#)

121.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Hoks_'s solution](#)

122.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[Hoks_'s solution](#)

123.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Hoks_'s solution](#)

124.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Hoks_'s solution](#)

125.

2189B

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

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Hoks_'s solution](#)

126.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Hoks_'s solution](#)

127.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

128.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Hoks_'s solution](#)

129.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Hoks_'s solution](#)

130.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Hoks_'s solution](#)

131.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Hoks_'s solution](#)

132.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Hoks_'s solution](#)

133.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Hoks_'s solution](#)

134.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Hoks_'s solution](#)

135.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Hoks_'s solution](#)

136.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Hoks_'s solution](#)

137.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Hoks_'s solution](#)

138.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Hoks_'s solution](#)

139.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Hoks_'s solution](#)

140.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[Hoks_'s solution](#)

141.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Hoks_'s solution](#)

142.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[Hoks_'s solution](#)

143.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Hoks_'s solution](#)

144.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Hoks_'s solution](#)

145.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Hoks_'s solution](#)

146.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

147.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Hoks_'s solution](#)

148.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[Hoks_'s solution](#)

149.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Hoks_'s solution](#)

150.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Hoks_'s solution](#)

151.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[Hoks_'s solution](#)

152.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Hoks_'s solution](#)

153.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Hoks_'s solution](#)

154.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Hoks_'s solution](#)

155.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Hoks_'s solution](#)

156.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Hoks_'s solution](#)

157.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Hoks_'s solution](#)

158.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Hoks_'s solution](#)

159.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Hoks_'s solution](#)

160.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Hoks_'s solution](#)

161.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Hoks_'s solution](#)

162.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

163.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Hoks_'s solution](#)

164.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[Hoks_'s solution](#)

165.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[Hoks_'s solution](#)

166.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[Hoks_'s solution](#)

167.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Hoks_'s solution](#)

168.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[Hoks_'s solution](#)

169.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Hoks_'s solution](#)

170.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[Hoks_'s solution](#)

171.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Hoks_'s solution](#)

172.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[Hoks_'s solution](#)

173.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[Hoks_'s solution](#)

174.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Hoks_'s solution](#)

175.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Hoks_'s solution](#)

176.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Hoks_'s solution](#)

177.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Hoks_'s solution](#)

178.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Hoks_'s solution](#)

179.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Hoks_'s solution](#)

180.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Hoks_'s solution](#)

181.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Hoks_'s solution](#)

182.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

183.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Hoks_'s solution](#)

184.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math
[Hoks_'s solution](#)

185.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[Hoks_'s solution](#)

186.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math
[Hoks_'s solution](#)

187.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Hoks_'s solution](#)

188.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Hoks_'s solution](#)

189.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[Hoks_'s solution](#)

190.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Hoks_'s solution](#)

191.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[Hoks_'s solution](#)

192.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[Hoks_'s solution](#)

193.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers
[Hoks_'s solution](#)

194.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Hoks 's solution](#)

195.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Hoks 's solution](#)

196.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Hoks 's solution](#)

197.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Hoks 's solution](#)

198.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Hoks 's solution](#)

199.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Hoks 's solution](#)

200.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math

[Hoks 's solution](#)

201.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Hoks 's solution](#)

202.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Hoks 's solution](#)

203.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Hoks 's solution](#)

204.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[Hoks_'s solution](#)

205.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Hoks_'s solution](#)

206.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Hoks_'s solution](#)

207.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Hoks_'s solution](#)

208.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Hoks_'s solution](#)

209.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math, number theory

[Hoks_'s solution](#)

210.

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Hoks_'s solution](#)

211.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Hoks_'s solution](#)

212.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Hoks_'s solution](#)

213.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Hoks_'s solution](#)

214.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[Hoks_'s solution](#)

215.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Hoks_'s solution](#)

216.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Hoks_'s solution](#)

217.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Hoks_'s solution](#)

218.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Hoks_'s solution](#)

219.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Hoks_'s solution](#)

220.

207A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 1600 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Hoks_'s solution](#)

221.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Hoks_'s solution](#)

222.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Hoks_'s solution](#)

223.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Hoks_'s solution](#)

224.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Hoks_'s solution](#)

225.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Hoks_'s solution](#)

226.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Hoks_'s solution](#)

227.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Hoks_'s solution](#)

228.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Hoks_'s solution](#)

229.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hoks_'s solution](#)

230.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[Hoks_'s solution](#)

231.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Hoks_'s solution](#)

232.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Hoks_'s solution](#)

233.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Hoks_'s solution](#)

234.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Hoks_'s solution](#)

235.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Hoks_'s solution](#)

236.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hoks_'s solution](#)

237.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Hoks_'s solution](#)

238.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Hoks_'s solution](#)

239.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Hoks_'s solution](#)

240.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Hoks_'s solution](#)

241.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Hoks_'s solution](#)

242.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Hoks_'s solution](#)

243.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Hoks_'s solution](#)

244.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Hoks_'s solution](#)

245.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hoks_'s solution](#)

246.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Hoks_'s solution](#)

247.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, hashing, number theory

[Hoks_'s solution](#)

248.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Hoks_'s solution](#)

249.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Hoks_'s solution](#)

250.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Hoks_'s solution](#)

251.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Hoks_'s solution](#)

252.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Hoks_'s solution](#)

253.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Hoks_'s solution](#)

254.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Hoks_'s solution](#)

255.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Hoks_'s solution](#)

256.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Hoks_'s solution](#)

257.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, two pointers

[Hoks_'s solution](#)

258.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Hoks_'s solution](#)

259.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Hoks_'s solution](#)

260.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Hoks_'s solution](#)

261.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Hoks_'s solution](#)

262.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Hoks_'s solution](#)

263.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Hoks_'s solution](#)

264.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Hoks_'s solution](#)

265.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Hoks_'s solution](#)

266.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Hoks_'s solution](#)

267.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Hoks_'s solution](#)

268.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

269.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Hoks_'s solution](#)

270.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Hoks_'s solution](#)

271.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Hoks_'s solution](#)

272.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Hoks_'s solution](#)

273.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2023-09-06 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Hoks_'s solution](#)

274.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[Hoks_'s solution](#)

275.

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Hoks_'s solution](#)

276.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Hoks_'s solution](#)

277.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Hoks_'s solution](#)

278.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Hoks_'s solution](#)

279.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2025-08-27 · last AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Hoks_'s solution](#)

280.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Hoks_'s solution](#)

281.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Hoks_'s solution](#)

282.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Hoks_'s solution](#)

283.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Hoks_'s solution](#)

284.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Hoks_'s solution](#)

285.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Hoks_'s solution](#)

286.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Hoks_'s solution](#)

287.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Hoks_'s solution](#)

288.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Hoks_'s solution](#)

289.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Hoks_'s solution](#)

290.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Hoks_'s solution](#)

291.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Hoks_'s solution](#)

292.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Hoks_'s solution](#)

293.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[Hoks_'s solution](#)

294.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Hoks_'s solution](#)

295.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Hoks_'s solution](#)

296.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Hoks_'s solution](#)

297.

207A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Hoks_'s solution](#)

298.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Hoks_'s solution](#)

299.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Hoks_'s solution](#)

300.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Hoks_'s solution](#)

301.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Hoks_'s solution](#)

302.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Hoks_'s solution](#)

303.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Hoks_'s solution](#)

304.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Hoks_'s solution](#)

305.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Hoks_'s solution](#)

306.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Hoks_'s solution](#)

307.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Hoks_'s solution](#)

308.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[Hoks_'s solution](#)

309.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Hoks_'s solution](#)

310.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Hoks_'s solution](#)

311.

2189D1

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

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Hoks_'s solution](#)

312.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,089 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Hoks_'s solution](#)

313.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Hoks_'s solution](#)

314.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[Hoks_'s solution](#)

315.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Hoks_'s solution](#)

316.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Hoks_'s solution](#)

317.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Hoks_'s solution](#)

318.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Hoks_'s solution](#)

319.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Hoks_'s solution](#)

320.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Hoks_'s solution](#)

321.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Hoks_'s solution](#)

322.

111B

[Petya and Divisors](#) · [Tutorial](#)

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory

[Hoks_'s solution](#)

323.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp

[Hoks_'s solution](#)

324.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Hoks_'s solution](#)

325.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Hoks_'s solution](#)

326.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Hoks_'s solution](#)

327.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Hoks_'s solution](#)

328.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Hoks_'s solution](#)

329.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Hoks_'s solution](#)

330.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Hoks_'s solution](#)

331.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Hoks_'s solution](#)

332.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

333.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Hoks_'s solution](#)

334.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Hoks_'s solution](#)

335.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Hoks_'s solution](#)

336.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Hoks_'s solution](#)

337.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Hoks_'s solution](#)

338.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Hoks_'s solution](#)

339.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Hoks_'s solution](#)

340.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Hoks_'s solution](#)

341.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy

[Hoks_'s solution](#)

342.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Hoks_'s solution](#)

343.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

344.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Hoks_'s solution](#)

345.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Hoks_'s solution](#)

346.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Hoks_'s solution](#)

347.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)

348.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2022-09-10 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

349.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, interactive, math

[Hoks_'s solution](#)

350.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Hoks_'s solution](#)

351.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Hoks_'s solution](#)

352.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Hoks_'s solution](#)

353.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Hoks_'s solution](#)

354.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Hoks_'s solution](#)

355.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Hoks_'s solution](#)

356.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Hoks_'s solution](#)

357.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[Hoks_'s solution](#)

358.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Hoks_'s solution](#)

359.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Hoks_'s solution](#)

360.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,144 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

361.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Hoks_'s solution](#)

362.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy

[Hoks_'s solution](#)

363.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2024-08-14 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[Hoks_'s solution](#)

364.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-04-15 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Hoks_'s solution](#)

365.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Hoks_'s solution](#)

366.

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Hoks_'s solution](#)

367.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Hoks_'s solution](#)

368.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Hoks_'s solution](#)

369.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Hoks_'s solution](#)

370.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Hoks_'s solution](#)

371.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Hoks_'s solution](#)

372.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Hoks_'s solution](#)

373.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Hoks_'s solution](#)

374.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Hoks_'s solution](#)

375.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Hoks_'s solution](#)

376.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Hoks_'s solution](#)

377.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Hoks_'s solution](#)

378.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Hoks_'s solution](#)

379.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Hoks_'s solution](#)

380.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Hoks_'s solution](#)

381.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy

[Hoks_'s solution](#)

382.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Hoks_'s solution](#)

383.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Hoks_'s solution](#)

384.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Hoks_'s solution](#)

385.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Hoks_'s solution](#)

386.

1214E

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387.

609D

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388.

1320C

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389.

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390.

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391.

1426F

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393.

82C

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1984D

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1976D

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1129B

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117C

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405.

689E

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1132F

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1363E

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409.

131F

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1682D

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1101D

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633D

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1057C

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415.

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416.

1083B

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417.

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418.

59E

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1391D

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2B

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424.

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225E

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1029E

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433.

238C

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434.

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435.

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436.

2115B

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1575L

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551D

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439.

2061F1

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995A

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2047E

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768E

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1767C

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444.

507E

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445.

1725F

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447.

1106E

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448.

1516D

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449.

797D

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452.

165D

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453.

853C

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454.

862E

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455.

631D

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456.

1914G1

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459.

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462.

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463.

1482E

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464.

269C

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1028D

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466.

525E

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467.

1975E

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data structures, dfs and similar, implementation, trees

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468.

1734E

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469.

1184E2

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470.

703D

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471.

54D

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Quality: 709 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings

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472.

208E

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473.

1555E

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474.

474F

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475.

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476.

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477.

1108F

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478.

463E

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[Hoks_'s solution](#)

479.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Hoks_'s solution](#)

480.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Hoks_'s solution](#)

481.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Hoks_'s solution](#)

482.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2022-09-14 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Hoks_'s solution](#)

483.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Hoks_'s solution](#)

484.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Hoks_'s solution](#)

485.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Hoks_'s solution](#)

486.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Hoks_'s solution](#)

487.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy,

implementation

[Hoks_'s solution](#)

488.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Hoks_'s solution](#)

489.

855E

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

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Hoks_'s solution](#)

490.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Hoks_'s solution](#)

491.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Hoks_'s solution](#)

492.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Hoks_'s solution](#)

493.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Hoks_'s solution](#)

494.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Hoks_'s solution](#)

495.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Hoks_'s solution](#)

496.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Hoks_'s solution](#)

497.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Hoks_'s solution](#)

498.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Hoks_'s solution](#)

499.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Hoks_'s solution](#)

500.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Hoks_'s solution](#)

501.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Hoks_'s solution](#)

502.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, sortings

[Hoks_'s solution](#)

503.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Hoks_'s solution](#)

504.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[Hoks_'s solution](#)

505.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Hoks_'s solution](#)

506.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Hoks_'s solution](#)

507.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Hoks_'s solution](#)

508.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Hoks_'s solution](#)

509.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Hoks_'s solution](#)

510.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Hoks_'s solution](#)

511.

45B

[School](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu

[Hoks_'s solution](#)

512.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Hoks_'s solution](#)

513.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Hoks_'s solution](#)

514.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp

[Hoks_'s solution](#)

515.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Hoks_'s solution](#)

516.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry

[Hoks_'s solution](#)

517.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Hoks_'s solution](#)

518.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Hoks_'s solution](#)

519.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Hoks_'s solution](#)

520.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Hoks_'s solution](#)

521.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Hoks_'s solution](#)

522.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Hoks_'s solution](#)

523.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Hoks_'s solution](#)

524.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Hoks_'s solution](#)

525.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Hoks_'s solution](#)

526.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Hoks_'s solution](#)

527.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[Hoks_'s solution](#)

528.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math

[Hoks_'s solution](#)

529.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Hoks_'s solution](#)

530.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Hoks_'s solution](#)

531.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

532.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Hoks_'s solution](#)

533.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Hoks_'s solution](#)

534.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, probabilities, sortings

[Hoks_'s solution](#)

535.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Hoks_'s solution](#)

536.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Hoks_'s solution](#)

537.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Hoks_'s solution](#)

538.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees
[Hoks_'s solution](#)

539.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures
[Hoks_'s solution](#)

540.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Hoks_'s solution](#)

541.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, greedy
[Hoks_'s solution](#)

542.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[Hoks_'s solution](#)

543.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[Hoks_'s solution](#)

544.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[Hoks_'s solution](#)

545.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Hoks_'s solution](#)

546.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers
[Hoks_'s solution](#)

547.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[Hoks_'s solution](#)

548.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Hoks_'s solution](#)

549.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Hoks_'s solution](#)

550.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees

[Hoks_'s solution](#)

551.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, strings

[Hoks_'s solution](#)

552.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Hoks_'s solution](#)

553.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

554.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Hoks_'s solution](#)

555.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Hoks_'s solution](#)

556.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Hoks_'s solution](#)

557.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Hoks_'s solution](#)

558.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Hoks_'s solution](#)

559.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Hoks_'s solution](#)

560.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Hoks_'s solution](#)

561.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Hoks_'s solution](#)

562.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Hoks_'s solution](#)

563.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Hoks_'s solution](#)

564.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Hoks_'s solution](#)

565.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[Hoks_'s solution](#)

566.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Hoks_'s solution](#)

567.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Hoks_'s solution](#)

568.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities, trees

[Hoks_'s solution](#)

569.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Hoks_'s solution](#)

570.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

571.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Hoks_'s solution](#)

572.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[Hoks_'s solution](#)

573.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Hoks_'s solution](#)

574.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, trees

[Hoks_'s solution](#)

575.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Hoks_'s solution](#)

576.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[Hoks_'s solution](#)

577.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Hoks_'s solution](#)

578.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Hoks_'s solution](#)

579.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Hoks_'s solution](#)

580.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[Hoks_'s solution](#)

581.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Hoks_'s solution](#)

582.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[Hoks_'s solution](#)

583.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Hoks_'s solution](#)

584.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Hoks_'s solution](#)

585.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Hoks_'s solution](#)

586.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Hoks_'s solution](#)

587.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Hoks_'s solution](#)

588.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Hoks_'s solution](#)

589.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees

[Hoks_'s solution](#)

590.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Hoks_'s solution](#)

591.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Hoks_'s solution](#)

592.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[Hoks_'s solution](#)

593.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Hoks_'s solution](#)

594.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Hoks_'s solution](#)

595.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)

596.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Hoks_'s solution](#)

597.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Hoks_'s solution](#)

598.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Hoks_'s solution](#)

599.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp
[Hoks_'s solution](#)

600.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
[Hoks_'s solution](#)

601.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory, trees
[Hoks_'s solution](#)

602.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Hoks_'s solution](#)

603.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[Hoks_'s solution](#)

604.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[Hoks_'s solution](#)

605.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[Hoks_'s solution](#)

606.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Hoks_'s solution](#)

607.

1245F

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

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[Hoks_'s solution](#)

608.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp
[Hoks_'s solution](#)

609.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Hoks_'s solution](#)

610.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Hoks_'s solution](#)

611.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Hoks_'s solution](#)

612.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Hoks_'s solution](#)

613.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Hoks_'s solution](#)

614.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees

[Hoks_'s solution](#)

615.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Hoks_'s solution](#)

616.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Hoks_'s solution](#)

617.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Hoks_'s solution](#)

618.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Hoks_'s solution](#)

619.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, strings, trees

[Hoks_'s solution](#)

620.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Hoks_'s solution](#)

621.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2025-08-17 · last AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Hoks_'s solution](#)

622.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Hoks_'s solution](#)

623.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Hoks_'s solution](#)

624.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers

[Hoks_'s solution](#)

625.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Hoks_'s solution](#)

626.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Hoks_'s solution](#)

627.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Hoks_'s solution](#)

628.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Hoks_'s solution](#)

629.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[Hoks_'s solution](#)

630.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, shortest paths
[Hoks_'s solution](#)

631.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[Hoks_'s solution](#)

632.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings
[Hoks_'s solution](#)

633.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Hoks_'s solution](#)

634.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[Hoks_'s solution](#)

635.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[Hoks_'s solution](#)

636.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
[Hoks_'s solution](#)

637.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[Hoks_'s solution](#)

638.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy
[Hoks_'s solution](#)

639.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Hoks_'s solution](#)

640.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Hoks_'s solution](#)

641.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Hoks_'s solution](#)

642.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy

[Hoks_'s solution](#)

643.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)

644.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Hoks_'s solution](#)

645.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Hoks_'s solution](#)

646.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Hoks_'s solution](#)

647.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Hoks_'s solution](#)

648.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Hoks_'s solution](#)

649.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Hoks_'s solution](#)

650.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Hoks_'s solution](#)

651.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Hoks_'s solution](#)

652.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Hoks_'s solution](#)

653.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Hoks_'s solution](#)

654.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Hoks_'s solution](#)

655.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Hoks_'s solution](#)

656.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Hoks_'s solution](#)

657.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Hoks_'s solution](#)

658.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Hoks_'s solution](#)

659.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-10-15 · last AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[Hoks_'s solution](#)

660.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Hoks_'s solution](#)

661.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Hoks_'s solution](#)

662.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Hoks_'s solution](#)

663.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Hoks_'s solution](#)

664.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Hoks_'s solution](#)

665.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Hoks_'s solution](#)

666.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

667.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Hoks_'s solution](#)

668.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Hoks_'s solution](#)

669.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Hoks_'s solution](#)

670.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Hoks_'s solution](#)

671.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Hoks_'s solution](#)

672.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

673.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Hoks_'s solution](#)

674.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Hoks_'s solution](#)

675.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Hoks_'s solution](#)

676.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Hoks_'s solution](#)

677.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Hoks_'s solution](#)

678.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Hoks_'s solution](#)

679.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[Hoks_'s solution](#)

680.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Hoks_'s solution](#)

681.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees
[Hoks_'s solution](#)

682.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[Hoks_'s solution](#)

683.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[Hoks_'s solution](#)

684.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[Hoks_'s solution](#)

685.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
[Hoks_'s solution](#)

686.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[Hoks_'s solution](#)

687.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings
[Hoks_'s solution](#)

688.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[Hoks_'s solution](#)

689.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Hoks_'s solution](#)

690.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Hoks_'s solution](#)

691.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Hoks_'s solution](#)

692.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2024-06-11 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: games

[Hoks_'s solution](#)

693.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Hoks_'s solution](#)

694.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[Hoks_'s solution](#)

695.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[Hoks_'s solution](#)

696.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

697.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

698.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[Hoks_'s solution](#)

699.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Hoks_'s solution](#)

700.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Hoks_'s solution](#)

701.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[Hoks_'s solution](#)

702.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities

[Hoks_'s solution](#)

703.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Hoks_'s solution](#)

704.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[Hoks_'s solution](#)

705.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Hoks_'s solution](#)

706.

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Hoks_'s solution](#)

707.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

708.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: games

[Hoks_'s solution](#)

709.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft

[Hoks_'s solution](#)

710.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Hoks_'s solution](#)

711.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Hoks_'s solution](#)

712.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[Hoks_'s solution](#)

713.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[Hoks_'s solution](#)

714.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Hoks_'s solution](#)

715.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[Hoks_'s solution](#)

716.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Hoks_'s solution](#)

717.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Hoks_'s solution](#)

718.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Hoks_'s solution](#)

719.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data

structures, dfs and similar, dsu, trees

[Hoks_'s solution](#)

720.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[Hoks_'s solution](#)

721.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation

[Hoks_'s solution](#)

722.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Hoks_'s solution](#)

723.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Hoks_'s solution](#)

724.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Hoks_'s solution](#)

725.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Hoks_'s solution](#)

726.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Hoks_'s solution](#)

727.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Hoks_'s solution](#)

728.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Hoks_'s solution](#)

729.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Hoks_'s solution](#)

730.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[Hoks_'s solution](#)

731.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-07-24 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Hoks_'s solution](#)

732.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Hoks_'s solution](#)

733.

2157F

[Git Gud](#) · [Tutorial](#)

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

[Hoks_'s solution](#)

734.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Hoks_'s solution](#)

735.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Hoks_'s solution](#)

736.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Hoks_'s solution](#)

737.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Hoks_'s solution](#)

738.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[Hoks_'s solution](#)

739.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Hoks_'s solution](#)

740.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Hoks_'s solution](#)

741.

929D

[A5C4@C=C,,GCÔKCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Hoks_'s solution](#)

742.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Hoks_'s solution](#)

743.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Hoks_'s solution](#)

744.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Hoks_'s solution](#)

745.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2023-12-24 · last AC: 2025-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)

746.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Hoks_'s solution](#)

747.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Hoks_'s solution](#)

748.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Hoks_'s solution](#)

749.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, trees

[Hoks_'s solution](#)

750.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Hoks_'s solution](#)

751.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Hoks_'s solution](#)

752.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Hoks_'s solution](#)

753.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Hoks_'s solution](#)

754.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Hoks_'s solution](#)

755.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[Hoks_'s solution](#)

756.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Hoks_'s solution](#)

757.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees

[Hoks_'s solution](#)

758.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Hoks_'s solution](#)

759.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Hoks_'s solution](#)

760.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Hoks_'s solution](#)

761.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

762.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Hoks_'s solution](#)

763.

331C2

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

Quality: 440 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

764.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Hoks_'s solution](#)

765.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Hoks_'s solution](#)

766.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Hoks_'s solution](#)

767.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Hoks_'s solution](#)

768.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Hoks_'s solution](#)

769.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, matrices

[Hoks_'s solution](#)

770.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, graphs
[Hoks_'s solution](#)

771.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[Hoks_'s solution](#)

772.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[Hoks_'s solution](#)

773.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[Hoks_'s solution](#)

774.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[Hoks_'s solution](#)

775.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings
[Hoks_'s solution](#)

776.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[Hoks_'s solution](#)

777.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[Hoks_'s solution](#)

778.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees
[Hoks_'s solution](#)

779.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[Hoks_'s solution](#)

780.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Hoks_'s solution](#)

781.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Hoks_'s solution](#)

782.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Hoks_'s solution](#)

783.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Hoks_'s solution](#)

784.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Hoks_'s solution](#)

785.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Hoks_'s solution](#)

786.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures

[Hoks_'s solution](#)

787.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Hoks_'s solution](#)

788.

915F

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

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[Hoks_'s solution](#)

789.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

790.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Hoks_'s solution](#)

791.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Hoks_'s solution](#)

792.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Hoks_'s solution](#)

793.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Hoks_'s solution](#)

794.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Hoks_'s solution](#)

795.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Hoks_'s solution](#)

796.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Hoks_'s solution](#)

797.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Hoks_'s solution](#)

798.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Hoks_'s solution](#)

799.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Hoks_'s solution](#)

800.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Hoks_'s solution](#)

801.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

802.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Hoks_'s solution](#)

803.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Hoks_'s solution](#)

804.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Hoks_'s solution](#)

805.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[Hoks_'s solution](#)

806.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Hoks_'s solution](#)

807.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Hoks_'s solution](#)

808.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2024-11-08 · last AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Hoks_'s solution](#)

809.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, hashing, strings

[Hoks_'s solution](#)

810.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Hoks_'s solution](#)

811.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Hoks_'s solution](#)

812.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Hoks_'s solution](#)

813.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Hoks_'s solution](#)

814.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Hoks_'s solution](#)

815.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Hoks_'s solution](#)

816.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Hoks_'s solution](#)

817.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Hoks_'s solution](#)

818.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Hoks_'s solution](#)

819.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Hoks_'s solution](#)

820.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Hoks_'s solution](#)

821.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Hoks_'s solution](#)

822.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

823.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory

[Hoks_'s solution](#)

824.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Hoks_'s solution](#)

825.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-04-19 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, interactive

[Hoks_'s solution](#)

826.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2024-04-16 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

827.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

828.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Hoks_'s solution](#)

829.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Hoks_'s solution](#)

830.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Hoks_'s solution](#)

831.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Hoks_'s solution](#)

832.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Hoks_'s solution](#)

833.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[Hoks_'s solution](#)

834.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Hoks_'s solution](#)

835.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Hoks_'s solution](#)

836.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Hoks_'s solution](#)

837.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Hoks_'s solution](#)

838.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Hoks_'s solution](#)

839.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Hoks_'s solution](#)

840.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

841.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

842.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Hoks_'s solution](#)

843.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Hoks_'s solution](#)

844.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hoks_'s solution](#)

845.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Hoks_'s solution](#)

846.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Hoks_'s solution](#)

847.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Hoks_'s solution](#)

848.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Hoks_'s solution](#)

849.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Hoks_'s solution](#)

850.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Hoks_'s solution](#)

851.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Hoks_'s solution](#)

852.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Hoks_'s solution](#)

853.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[Hoks_'s solution](#)

854.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Hoks_'s solution](#)

855.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Hoks_'s solution](#)

856.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Hoks_'s solution](#)

857.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math

[Hoks_'s solution](#)

858.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Hoks_'s solution](#)

859.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · last AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Hoks_'s solution](#)

860.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, hashing, strings, two pointers

[Hoks_'s solution](#)

861.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Hoks_'s solution](#)

862.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Hoks_'s solution](#)

863.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Hoks_'s solution](#)

864.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Hoks_'s solution](#)

865.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Hoks_'s solution](#)

866.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Hoks_'s solution](#)

867.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Hoks_'s solution](#)

868.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Hoks_'s solution](#)

869.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[Hoks_'s solution](#)

870.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Hoks_'s solution](#)

871.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Hoks_'s solution](#)

872.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Hoks_'s solution](#)

873.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Hoks_'s solution](#)

874.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Hoks_'s solution](#)

875.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[Hoks_'s solution](#)

876.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Hoks_'s solution](#)

877.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Hoks_'s solution](#)

878.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Hoks_'s solution](#)

879.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Hoks_'s solution](#)

880.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
[Hoks_'s solution](#)

881.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer
[Hoks_'s solution](#)

882.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings
[Hoks_'s solution](#)

883.

331C3

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

Quality: 624 global accepts · Rating: 2500 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Hoks_'s solution](#)

884.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[Hoks_'s solution](#)

885.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: games, two pointers
[Hoks_'s solution](#)

886.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, interactive, sortings
[Hoks_'s solution](#)

887.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[Hoks_'s solution](#)

888.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive
[Hoks_'s solution](#)

889.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft
[Hoks_'s solution](#)

890.

835F

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

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Hoks_'s solution](#)

891.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Hoks_'s solution](#)

892.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Hoks_'s solution](#)

893.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Hoks_'s solution](#)

894.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Hoks_'s solution](#)

895.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Hoks_'s solution](#)

896.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Hoks_'s solution](#)

897.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Hoks_'s solution](#)

898.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Hoks_'s solution](#)

899.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[Hoks_'s solution](#)

900.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

901.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Hoks_'s solution](#)

902.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Hoks_'s solution](#)

903.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Hoks_'s solution](#)

904.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Hoks_'s solution](#)

905.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[Hoks_'s solution](#)

906.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, trees

[Hoks_'s solution](#)

907.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Hoks_'s solution](#)

908.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[Hoks_'s solution](#)

909.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Hoks_'s solution](#)

910.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Hoks_'s solution](#)

911.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[Hoks_'s solution](#)

912.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2023-07-25 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Hoks_'s solution](#)

913.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[Hoks_'s solution](#)

914.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[Hoks_'s solution](#)

915.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[Hoks_'s solution](#)

916.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers
[Hoks_'s solution](#)

917.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures
[Hoks_'s solution](#)

918.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[Hoks_'s solution](#)

919.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, trees
[Hoks_'s solution](#)

920.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[Hoks_'s solution](#)

921.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing
[Hoks_'s solution](#)

922.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[Hoks_'s solution](#)

923.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search
[Hoks_'s solution](#)

924.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graph matchings, sortings
[Hoks_'s solution](#)

925.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory
[Hoks_'s solution](#)

926.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp
[Hoks_'s solution](#)

927.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[Hoks_'s solution](#)

928.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Hoks_'s solution](#)

929.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Hoks_'s solution](#)

930.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Hoks_'s solution](#)

931.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[Hoks_'s solution](#)

932.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Hoks_'s solution](#)

933.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Hoks_'s solution](#)

934.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

935.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Hoks_'s solution](#)

936.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Hoks_'s solution](#)

937.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Hoks_'s solution](#)

938.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Hoks_'s solution](#)

939.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[Hoks_'s solution](#)

940.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Hoks_'s solution](#)

941.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Hoks_'s solution](#)

942.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2025-06-12 · last AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[Hoks_'s solution](#)

943.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Hoks_'s solution](#)

944.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Hoks_'s solution](#)

945.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Hoks_'s solution](#)

946.

285E

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

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Hoks_'s solution](#)

947.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Hoks_'s solution](#)

948.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Hoks_'s solution](#)

949.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Hoks_'s solution](#)

950.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Hoks 's solution](#)

951.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Hoks 's solution](#)

952.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Hoks 's solution](#)

953.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Hoks 's solution](#)

954.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Hoks 's solution](#)

955.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: matrices, strings

[Hoks 's solution](#)

956.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Hoks 's solution](#)

957.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Hoks 's solution](#)

958.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Hoks 's solution](#)

959.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Hoks 's solution](#)

960.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Hoks_'s solution](#)

961.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Hoks_'s solution](#)

962.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[Hoks_'s solution](#)

963.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Hoks_'s solution](#)

964.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[Hoks_'s solution](#)

965.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees

[Hoks_'s solution](#)

966.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Hoks_'s solution](#)

967.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Hoks_'s solution](#)

968.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)

969.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-02-17 · last AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Hoks_'s solution](#)

970.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Hoks_'s solution](#)

971.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Hoks_'s solution](#)

972.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Hoks_'s solution](#)

973.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Hoks_'s solution](#)

974.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Hoks_'s solution](#)

975.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Hoks_'s solution](#)

976.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[Hoks_'s solution](#)

977.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Hoks_'s solution](#)

978.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing

[Hoks_'s solution](#)

979.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Hoks_'s solution](#)

980.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Hoks_'s solution](#)

981.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[Hoks_'s solution](#)

982.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Hoks_'s solution](#)

983.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Hoks_'s solution](#)

984.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[Hoks_'s solution](#)

985.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Hoks_'s solution](#)

986.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Hoks_'s solution](#)

987.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Hoks_'s solution](#)

988.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, math

[Hoks_'s solution](#)

989.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[Hoks_'s solution](#)

990.

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings
[Hoks_'s solution](#)

991.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar
[Hoks_'s solution](#)

992.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[Hoks_'s solution](#)

993.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[Hoks_'s solution](#)

994.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp
[Hoks_'s solution](#)

995.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation
[Hoks_'s solution](#)

996.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[Hoks_'s solution](#)

997.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[Hoks_'s solution](#)

998.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-09-23 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[Hoks_'s solution](#)

999.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[Hoks_'s solution](#)

1000.

1792F1

[Graph Coloring \(easy version\) · Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs

[Hoks_'s solution](#)**1001.**

1292D

[Chaotic V. · Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Hoks_'s solution](#)**1002.**

1572C

[Paint · Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Hoks_'s solution](#)**1003.**

513E2

[Subarray Cuts · Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)**1004.**

336E

[Vasily the Bear and Painting Square · Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation

[Hoks_'s solution](#)**1005.**

715C

[Digit Tree · Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Hoks_'s solution](#)**1006.**

1238G

[Adilbek and the Watering System · Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Hoks_'s solution](#)**1007.**

1682E

[Unordered Swaps · Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Hoks_'s solution](#)**1008.**

482D

[Random Function and Tree · Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Hoks_'s solution](#)**1009.**

1372F

[Omkar and Modes · Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Hoks_'s solution](#)

1010.

1510I

[Is It Rated? · Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math, probabilities

[Hoks_'s solution](#)

1011.

1578M

[The Mind · Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Hoks_'s solution](#)

1012.

235C

[Cyclical Quest · Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[Hoks_'s solution](#)

1013.

1103C

[Johnny Solving · Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Hoks_'s solution](#)

1014.

1995E1

[Let Me Teach You a Lesson \(Easy Version\) · Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Hoks_'s solution](#)

1015.

1214F

[Employment · Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Hoks_'s solution](#)

1016.

1254D

[Tree Queries · Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[Hoks_'s solution](#)

1017.

578D

[LCS Again · Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Hoks_'s solution](#)

1018.

1260F

[Colored Tree · Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)

1019.

1621F

[Strange Instructions · Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Hoks_'s solution](#)

1020.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Hoks_'s solution](#)

1021.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Hoks_'s solution](#)

1022.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[Hoks_'s solution](#)

1023.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Hoks_'s solution](#)

1024.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Hoks_'s solution](#)

1025.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Hoks_'s solution](#)

1026.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2023-12-26 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Hoks_'s solution](#)

1027.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Hoks_'s solution](#)

1028.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Hoks_'s solution](#)

1029.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Hoks_'s solution](#)

1030.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, trees

[Hoks_'s solution](#)

1031.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Hoks_'s solution](#)

1032.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math

[Hoks_'s solution](#)

1033.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Hoks_'s solution](#)

1034.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Hoks_'s solution](#)

1035.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[Hoks_'s solution](#)

1036.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math

[Hoks_'s solution](#)

1037.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Hoks_'s solution](#)

1038.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Hoks_'s solution](#)

1039.

1866J

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

Quality: 440 global accepts · Rating: 2800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Hoks_'s solution](#)

1040.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Hoks_'s solution](#)

1041.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Hoks_'s solution](#)

1042.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Hoks_'s solution](#)

1043.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Hoks_'s solution](#)

1044.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Hoks_'s solution](#)

1045.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Hoks_'s solution](#)

1046.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[Hoks_'s solution](#)

1047.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[Hoks_'s solution](#)

1048.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Hoks_'s solution](#)

1049.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Hoks_'s solution](#)

1050.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[Hoks 's solution](#)

1051.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Hoks 's solution](#)

1052.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Hoks 's solution](#)

1053.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[Hoks 's solution](#)

1054.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Hoks 's solution](#)

1055.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Hoks 's solution](#)

1056.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Hoks 's solution](#)

1057.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Hoks 's solution](#)

1058.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Hoks 's solution](#)

1059.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Hoks 's solution](#)

1060.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Hoks_'s solution](#)**1061.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Hoks_'s solution](#)**1062.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Hoks_'s solution](#)**1063.**

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Hoks_'s solution](#)**1064.**

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Hoks_'s solution](#)**1065.**

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Hoks_'s solution](#)**1066.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, implementation

[Hoks_'s solution](#)**1067.**

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Hoks_'s solution](#)**1068.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows

[Hoks_'s solution](#)**1069.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees

[Hoks_'s solution](#)

1070.

1792F2

[Graph Coloring \(hard version\) · Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Hoks_'s solution](#)

1071.

321D

[Ciel and Flipboard · Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Hoks_'s solution](#)

1072.

1051G

[Distinctification · Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy

[Hoks_'s solution](#)

1073.

819C

[Mister B and Beacons on Field · Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Hoks_'s solution](#)

1074.

2085F2

[Serval and Colorful Array \(Hard Version\) · Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Hoks_'s solution](#)

1075.

933D

[A Creative Cutout · Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math

[Hoks_'s solution](#)

1076.

1085G

[Beautiful Matrix · Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Hoks_'s solution](#)

1077.

1285F

[Classical? · Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[Hoks_'s solution](#)

1078.

878D

[Magic Breeding · Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Hoks_'s solution](#)

1079.

687E

[TOF · Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Hoks_'s solution](#)

1080.

2018F1

[Speedbreaker Counting \(Easy Version\) · Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[Hoks_'s solution](#)

1081.

1995E2

[Let Me Teach You a Lesson \(Hard Version\) · Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers
[Hoks_'s solution](#)

1082.

117E

[Tree or not Tree · Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2024-01-14 · last AC: 2024-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees
[Hoks_'s solution](#)

1083.

17E

[Palisection · Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: strings
[Hoks_'s solution](#)

1084.

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[Hoks_'s solution](#)

1085.

725F

[Family Photos · Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2024-01-24 · last AC: 2024-01-25 · Clang++20 Diagnostics (first AC) · Tags: games, greedy
[Hoks_'s solution](#)

1086.

226E

[Noble Knight's Path · Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[Hoks_'s solution](#)

1087.

335F

[Buy One, Get One Free · Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[Hoks_'s solution](#)

1088.

1988F

[Heartbeat · Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[Hoks_'s solution](#)

1089.

1707D

[Partial Virtual Trees · Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[Hoks_'s solution](#)

1090.

771E

[Bear and Rectangle Strips · Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Hoks_'s solution](#)

1091.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[Hoks_'s solution](#)

1092.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry

[Hoks_'s solution](#)

1093.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, trees

[Hoks_'s solution](#)

1094.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Hoks_'s solution](#)

1095.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Hoks_'s solution](#)

1096.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Hoks_'s solution](#)

1097.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Hoks_'s solution](#)

1098.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Hoks_'s solution](#)

1099.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Hoks_'s solution](#)

1100.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Hoks_'s solution](#)

1101.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Hoks_'s solution](#)

1102.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Hoks_'s solution](#)

1103.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Hoks_'s solution](#)

1104.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Hoks_'s solution](#)

1105.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Hoks_'s solution](#)

1106.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Hoks_'s solution](#)

1107.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3000 · first AC: 2023-07-25 · last AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Hoks_'s solution](#)

1108.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[Hoks_'s solution](#)

1109.

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

[Hoks_'s solution](#)

1110.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Hoks_'s solution](#)

1111.

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Hoks_'s solution](#)

1112.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)

1113.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Hoks_'s solution](#)

1114.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Hoks_'s solution](#)

1115.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Hoks_'s solution](#)

1116.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)

1117.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Hoks_'s solution](#)

1118.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Hoks_'s solution](#)

1119.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Hoks_'s solution](#)

1120.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Hoks_'s solution](#)

1121.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Hoks_'s solution](#)**1122.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Hoks_'s solution](#)**1123.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Hoks_'s solution](#)**1124.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Hoks_'s solution](#)**1125.**

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Hoks_'s solution](#)**1126.**

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Hoks_'s solution](#)**1127.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

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1491H

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1039E

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1987G2

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1292E

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interactive, math

[Hoks_'s solution](#)

1132.

1939D

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1133.

101252E

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1134.

104768B

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1135.

103098C

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1136.

100917F

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1137.

104566B

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1138.

103059E

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1139.

1192B

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[Hoks_'s solution](#)

1140.

104146A

[ABCs of Men and Women](#) · [Tutorial](#)

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