

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

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Unique solved — IkunTeddy

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

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

Filters: none

Count: 652

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,673 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[IkunTeddy's solution](#)

2.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,496 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[IkunTeddy's solution](#)

3.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[IkunTeddy's solution](#)

4.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[IkunTeddy's solution](#)

5.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[IkunTeddy's solution](#)

6.

2047A

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

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[IkunTeddy's solution](#)

7.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[IkunTeddy's solution](#)

8.

2024A

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

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[IkunTeddy's solution](#)

9.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,959 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[IkunTeddy's solution](#)

10.

1992A

[Only Pluses · Tutorial](#)

Quality: 49,255 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[IkunTeddy's solution](#)

11.

2157B

[Expansion Plan 2 · Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[IkunTeddy's solution](#)

12.

2047B

[Replace Character · Tutorial](#)

Quality: 19,249 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[IkunTeddy's solution](#)

13.

2026A

[Perpendicular Segments · Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[IkunTeddy's solution](#)

14.

1992C

[Gorilla and Permutation · Tutorial](#)

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[IkunTeddy's solution](#)

15.

1954A

[Painting the Ribbon · Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[IkunTeddy's solution](#)

16.

2104B

[Move to the End · Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[IkunTeddy's solution](#)

17.

641A

[Little Artem and Grasshopper · Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IkunTeddy's solution](#)

18.

2183B

[Yet Another MEX Problem · Tutorial](#)

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[IkunTeddy's solution](#)

19.

2138A

[Cake Assignment · Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[IkunTeddy's solution](#)

20.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,388 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[IkunTeddy's solution](#)

21.

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[IkunTeddy's solution](#)

22.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IkunTeddy's solution](#)

23.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[IkunTeddy's solution](#)

24.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[IkunTeddy's solution](#)

25.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[IkunTeddy's solution](#)

26.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[IkunTeddy's solution](#)

27.

1954C

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

Quality: 22,745 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[IkunTeddy's solution](#)

28.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[IkunTeddy's solution](#)

29.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,702 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[IkunTeddy's solution](#)

30.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[IkunTeddy's solution](#)

31.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[IkunTeddy's solution](#)

32.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[IkunTeddy's solution](#)

33.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[IkunTeddy's solution](#)

34.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,257 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IkunTeddy's solution](#)

35.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[IkunTeddy's solution](#)

36.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[IkunTeddy's solution](#)

37.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[IkunTeddy's solution](#)

38.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[IkunTeddy's solution](#)

39.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math, strings

[IkunTeddy's solution](#)

40.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[IkunTeddy's solution](#)

41.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[IkunTeddy's solution](#)

42.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[IkunTeddy's solution](#)

43.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[IkunTeddy's solution](#)

44.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[IkunTeddy's solution](#)

45.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[IkunTeddy's solution](#)

46.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[IkunTeddy's solution](#)

47.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[IkunTeddy's solution](#)

48.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, strings

[IkunTeddy's solution](#)

49.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,814 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[IkunTeddy's solution](#)

50.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[IkunTeddy's solution](#)

51.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[IkunTeddy's solution](#)

52.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[IkunTeddy's solution](#)

53.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings
[IkunTeddy's solution](#)

54.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory
[IkunTeddy's solution](#)

55.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[IkunTeddy's solution](#)

56.

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[IkunTeddy's solution](#)

57.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, math
[IkunTeddy's solution](#)

58.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory
[IkunTeddy's solution](#)

59.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[IkunTeddy's solution](#)

60.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[IkunTeddy's solution](#)

61.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[IkunTeddy's solution](#)

62.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[IkunTeddy's solution](#)

63.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[IkunTeddy's solution](#)

64.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[IkunTeddy's solution](#)

65.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[IkunTeddy's solution](#)

66.

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[IkunTeddy's solution](#)

67.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[IkunTeddy's solution](#)

68.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[IkunTeddy's solution](#)

69.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[IkunTeddy's solution](#)

70.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[IkunTeddy's solution](#)

71.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[IkunTeddy's solution](#)

72.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[IkunTeddy's solution](#)

73.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[IkunTeddy's solution](#)

74.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[IkunTeddy's solution](#)

75.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[IkunTeddy's solution](#)

76.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1700 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[IkunTeddy's solution](#)

77.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[IkunTeddy's solution](#)

78.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[IkunTeddy's solution](#)

79.

207B3

[Military Trainings](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 1700 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[IkunTeddy's solution](#)

80.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2026-02-21 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[IkunTeddy's solution](#)

81.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[IkunTeddy's solution](#)

82.

543A

[Writing Code · Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[IkunTeddy's solution](#)

83.

77B

[Falling Anvils · Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[IkunTeddy's solution](#)

84.

1034A

[Enlarge GCD · Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2024-12-11 · last AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[IkunTeddy's solution](#)

85.

623A

[Graph and String · Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[IkunTeddy's solution](#)

86.

402D

[Upgrading Array · Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[IkunTeddy's solution](#)

87.

822D

[My pretty girl Noora · Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[IkunTeddy's solution](#)

88.

358D

[Dima and Hares · Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[IkunTeddy's solution](#)

89.

300C

[Beautiful Numbers · Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[IkunTeddy's solution](#)

90.

220B

[Little Elephant and Array · Tutorial](#)

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[IkunTeddy's solution](#)

91.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[IkunTeddy's solution](#)

92.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees

[IkunTeddy's solution](#)

93.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[IkunTeddy's solution](#)

94.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[IkunTeddy's solution](#)

95.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[IkunTeddy's solution](#)

96.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[IkunTeddy's solution](#)

97.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[IkunTeddy's solution](#)

98.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[IkunTeddy's solution](#)

99.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,180 global accepts · Rating: 1800 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[IkunTeddy's solution](#)

100.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[IkunTeddy's solution](#)

101.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[IkunTeddy's solution](#)

102.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, two pointers

[IkunTeddy's solution](#)

103.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[IkunTeddy's solution](#)

104.

1095F

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

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[IkunTeddy's solution](#)

105.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[IkunTeddy's solution](#)

106.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[IkunTeddy's solution](#)

107.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[IkunTeddy's solution](#)

108.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, number theory

[IkunTeddy's solution](#)

109.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,860 global accepts · Rating: 1900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[IkunTeddy's solution](#)

110.

57C

[Array](#) · [Tutorial](#)

Quality: 4,008 global accepts · Rating: 1900 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[IkunTeddy's solution](#)

111.

510D

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Quality: 6,417 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[IkunTeddy's solution](#)

112.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[IkunTeddy's solution](#)

113.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[IkunTeddy's solution](#)

114.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[IkunTeddy's solution](#)

115.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[IkunTeddy's solution](#)

116.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[IkunTeddy's solution](#)

117.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy

[IkunTeddy's solution](#)

118.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[IkunTeddy's solution](#)

119.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

120.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[IkunTeddy's solution](#)

121.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[IkunTeddy's solution](#)

122.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[IkunTeddy's solution](#)

123.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[IkunTeddy's solution](#)

124.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[IkunTeddy's solution](#)

125.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

126.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[IkunTeddy's solution](#)

127.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[IkunTeddy's solution](#)

128.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, number theory

[IkunTeddy's solution](#)

129.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[IkunTeddy's solution](#)

130.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[IkunTeddy's solution](#)

131.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[IkunTeddy's solution](#)

132.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[IkunTeddy's solution](#)

133.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[IkunTeddy's solution](#)

134.

207B2

[Military Trainings](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 1900 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[IkunTeddy's solution](#)

135.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[IkunTeddy's solution](#)

136.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[IkunTeddy's solution](#)

137.

19B

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

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IkunTeddy's solution](#)

138.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[IkunTeddy's solution](#)

139.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,128 global accepts · Rating: 1900 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[IkunTeddy's solution](#)

140.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[IkunTeddy's solution](#)

141.

235B

[Let's Play Osu! · Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[IkunTeddy's solution](#)

142.

204C

[Little Elephant and Furik and Rubik · Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[IkunTeddy's solution](#)

143.

21C

[Stripe 2 · Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings
[IkunTeddy's solution](#)

144.

1142B

[Lynryd Skynyrd · Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[IkunTeddy's solution](#)

145.

432D

[Prefixes and Suffixes · Tutorial](#)

Quality: 11,992 global accepts · Rating: 2000 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[IkunTeddy's solution](#)

146.

501D

[Misha and Permutations Summation · Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2025-02-05 · last AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[IkunTeddy's solution](#)

147.

900D

[Unusual Sequences · Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[IkunTeddy's solution](#)

148.

2063D

[Game With Triangles · Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[IkunTeddy's solution](#)

149.

340E

[lahub and Permutations · Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[IkunTeddy's solution](#)

150.

933B

[A Determined Cleanup · Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: math
[IkunTeddy's solution](#)

151.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[IkunTeddy's solution](#)

152.

1030E

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

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[IkunTeddy's solution](#)

153.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[IkunTeddy's solution](#)

154.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[IkunTeddy's solution](#)

155.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[IkunTeddy's solution](#)

156.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[IkunTeddy's solution](#)

157.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[IkunTeddy's solution](#)

158.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[IkunTeddy's solution](#)

159.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, two pointers

[IkunTeddy's solution](#)

160.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[IkunTeddy's solution](#)

161.

314C

[Sereja and Subsequences](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[IkunTeddy's solution](#)

162.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[IkunTeddy's solution](#)

163.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[IkunTeddy's solution](#)

164.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[IkunTeddy's solution](#)

165.

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[IkunTeddy's solution](#)

166.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[IkunTeddy's solution](#)

167.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[IkunTeddy's solution](#)

168.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

[IkunTeddy's solution](#)

169.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[IkunTeddy's solution](#)

170.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[IkunTeddy's solution](#)

171.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[IkunTeddy's solution](#)

172.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[IkunTeddy's solution](#)

173.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[IkunTeddy's solution](#)

174.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[IkunTeddy's solution](#)

175.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
[IkunTeddy's solution](#)

176.

27E

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

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[IkunTeddy's solution](#)

177.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[IkunTeddy's solution](#)

178.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[IkunTeddy's solution](#)

179.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
[IkunTeddy's solution](#)

180.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[IkunTeddy's solution](#)

181.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[IkunTeddy's solution](#)

182.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[IkunTeddy's solution](#)

183.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, probabilities

[IkunTeddy's solution](#)

184.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[IkunTeddy's solution](#)

185.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[IkunTeddy's solution](#)

186.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[IkunTeddy's solution](#)

187.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[IkunTeddy's solution](#)

188.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[IkunTeddy's solution](#)

189.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[IkunTeddy's solution](#)

190.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[IkunTeddy's solution](#)

191.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[IkunTeddy's solution](#)

192.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[IkunTeddy's solution](#)

193.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[IkunTeddy's solution](#)

194.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers
[IkunTeddy's solution](#)

195.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[IkunTeddy's solution](#)

196.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[IkunTeddy's solution](#)

197.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[IkunTeddy's solution](#)

198.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[IkunTeddy's solution](#)

199.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory
[IkunTeddy's solution](#)

200.

519E

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

Quality: 8,358 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[IkunTeddy's solution](#)

201.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[IkunTeddy's solution](#)

202.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[IkunTeddy's solution](#)

203.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[IkunTeddy's solution](#)

204.

1790F

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

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[IkunTeddy's solution](#)

205.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[IkunTeddy's solution](#)

206.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[IkunTeddy's solution](#)

207.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[IkunTeddy's solution](#)

208.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[IkunTeddy's solution](#)

209.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[IkunTeddy's solution](#)

210.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[IkunTeddy's solution](#)

211.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[IkunTeddy's solution](#)

212.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities, trees

[IkunTeddy's solution](#)

213.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[IkunTeddy's solution](#)

214.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[IkunTeddy's solution](#)

215.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[IkunTeddy's solution](#)

216.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[IkunTeddy's solution](#)

217.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[IkunTeddy's solution](#)

218.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[IkunTeddy's solution](#)

219.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[IkunTeddy's solution](#)

220.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[IkunTeddy's solution](#)

221.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[IkunTeddy's solution](#)

222.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[IkunTeddy's solution](#)

223.

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[IkunTeddy's solution](#)

224.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[IkunTeddy's solution](#)

225.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[IkunTeddy's solution](#)

226.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[IkunTeddy's solution](#)

227.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[IkunTeddy's solution](#)

228.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[IkunTeddy's solution](#)

229.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[IkunTeddy's solution](#)

230.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math

[IkunTeddy's solution](#)

231.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[IkunTeddy's solution](#)

232.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

constructive algorithms, interactive, math

[IkunTeddy's solution](#)

233.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[IkunTeddy's solution](#)

234.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[IkunTeddy's solution](#)

235.

505D

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

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[IkunTeddy's solution](#)

236.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[IkunTeddy's solution](#)

237.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[IkunTeddy's solution](#)

238.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

239.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math

[IkunTeddy's solution](#)

240.

1045G

[AI robots](#) · [Tutorial](#)

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

[IkunTeddy's solution](#)

241.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[IkunTeddy's solution](#)

242.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

dsu, two pointers

[IkunTeddy's solution](#)

243.

279D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[IkunTeddy's solution](#)

244.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[IkunTeddy's solution](#)

245.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry

[IkunTeddy's solution](#)

246.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2024-03-04 · last AC: 2024-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[IkunTeddy's solution](#)

247.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[IkunTeddy's solution](#)

248.

707D

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

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[IkunTeddy's solution](#)

249.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2024-02-27 · last AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[IkunTeddy's solution](#)

250.

617E

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

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

251.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[IkunTeddy's solution](#)

252.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[IkunTeddy's solution](#)

253.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[IkunTeddy's solution](#)

254.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2024-01-30 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[IkunTeddy's solution](#)

255.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, strings

[IkunTeddy's solution](#)

256.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[IkunTeddy's solution](#)

257.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[IkunTeddy's solution](#)

258.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[IkunTeddy's solution](#)

259.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[IkunTeddy's solution](#)

260.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-05-06 · last AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[IkunTeddy's solution](#)

261.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[IkunTeddy's solution](#)

262.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[IkunTeddy's solution](#)

263.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[IkunTeddy's solution](#)

264.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, sortings

[IkunTeddy's solution](#)

265.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[IkunTeddy's solution](#)

266.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[IkunTeddy's solution](#)

267.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[IkunTeddy's solution](#)

268.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[IkunTeddy's solution](#)

269.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: games

[IkunTeddy's solution](#)

270.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[IkunTeddy's solution](#)

271.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[IkunTeddy's solution](#)

272.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest

paths

[IkunTeddy's solution](#)

273.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[IkunTeddy's solution](#)

274.

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, strings, trees

[IkunTeddy's solution](#)

275.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[IkunTeddy's solution](#)

276.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[IkunTeddy's solution](#)

277.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[IkunTeddy's solution](#)

278.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[IkunTeddy's solution](#)

279.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[IkunTeddy's solution](#)

280.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[IkunTeddy's solution](#)

281.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[IkunTeddy's solution](#)

282.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[IkunTeddy's solution](#)

283.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[IkunTeddy's solution](#)

284.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[IkunTeddy's solution](#)

285.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[IkunTeddy's solution](#)

286.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[IkunTeddy's solution](#)

287.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[IkunTeddy's solution](#)

288.

1681F

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

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[IkunTeddy's solution](#)

289.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[IkunTeddy's solution](#)

290.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[IkunTeddy's solution](#)

291.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[IkunTeddy's solution](#)

292.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[IkunTeddy's solution](#)

293.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[IkunTeddy's solution](#)

294.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[IkunTeddy's solution](#)

295.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[IkunTeddy's solution](#)

296.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[IkunTeddy's solution](#)

297.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[IkunTeddy's solution](#)

298.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[IkunTeddy's solution](#)

299.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[IkunTeddy's solution](#)

300.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[IkunTeddy's solution](#)

301.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-02-27 · last AC: 2024-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[IkunTeddy's solution](#)

302.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2024-01-24 · last AC: 2024-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[IkunTeddy's solution](#)

303.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[IkunTeddy's solution](#)

304.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[IkunTeddy's solution](#)

305.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, sortings

[IkunTeddy's solution](#)

306.

915E

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

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[IkunTeddy's solution](#)

307.

438D

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

Quality: 11,604 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[IkunTeddy's solution](#)

308.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[IkunTeddy's solution](#)

309.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[IkunTeddy's solution](#)

310.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[IkunTeddy's solution](#)

311.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[IkunTeddy's solution](#)

312.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[IkunTeddy's solution](#)

313.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[IkunTeddy's solution](#)

314.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry
[IkunTeddy's solution](#)

315.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[IkunTeddy's solution](#)

316.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[IkunTeddy's solution](#)

317.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[IkunTeddy's solution](#)

318.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs
[IkunTeddy's solution](#)

319.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[IkunTeddy's solution](#)

320.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[IkunTeddy's solution](#)

321.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[IkunTeddy's solution](#)

322.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[IkunTeddy's solution](#)

323.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[IkunTeddy's solution](#)

324.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[IkunTeddy's solution](#)

325.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2025-05-19 · last AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[IkunTeddy's solution](#)

326.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[IkunTeddy's solution](#)

327.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[IkunTeddy's solution](#)

328.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[IkunTeddy's solution](#)

329.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[IkunTeddy's solution](#)

330.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[IkunTeddy's solution](#)

331.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[IkunTeddy's solution](#)

332.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[IkunTeddy's solution](#)

333.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[IkunTeddy's solution](#)

334.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2025-03-25 · last AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[IkunTeddy's solution](#)

335.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[IkunTeddy's solution](#)

336.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[IkunTeddy's solution](#)

337.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[IkunTeddy's solution](#)

338.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, string suffix structures, strings

[IkunTeddy's solution](#)

339.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities

[IkunTeddy's solution](#)

340.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[IkunTeddy's solution](#)

341.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[IkunTeddy's solution](#)

342.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[IkunTeddy's solution](#)

343.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[IkunTeddy's solution](#)

344.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[IkunTeddy's solution](#)

345.

915F

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

Quality: 3,053 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[IkunTeddy's solution](#)

346.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[IkunTeddy's solution](#)

347.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[IkunTeddy's solution](#)

348.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, number theory

[IkunTeddy's solution](#)

349.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[IkunTeddy's solution](#)

350.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

351.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[IkunTeddy's solution](#)

352.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 2400 · first AC: 2024-04-28 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[IkunTeddy's solution](#)

353.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[IkunTeddy's solution](#)

354.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-03-01 · last AC: 2024-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[IkunTeddy's solution](#)

355.

246E

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

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2024-03-07 · last AC: 2024-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[IkunTeddy's solution](#)

356.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[IkunTeddy's solution](#)

357.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[IkunTeddy's solution](#)

358.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

359.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

360.

5E

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

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

361.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2023-08-09 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

362.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[IkunTeddy's solution](#)

363.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[IkunTeddy's solution](#)

364.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[IkunTeddy's solution](#)

365.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[IkunTeddy's solution](#)

366.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[IkunTeddy's solution](#)

367.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math

[IkunTeddy's solution](#)

368.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[IkunTeddy's solution](#)

369.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[IkunTeddy's solution](#)

370.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[IkunTeddy's solution](#)

371.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[IkunTeddy's solution](#)

372.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[IkunTeddy's solution](#)

373.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[IkunTeddy's solution](#)

374.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[IkunTeddy's solution](#)

375.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[IkunTeddy's solution](#)

376.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs

[IkunTeddy's solution](#)

377.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar

[IkunTeddy's solution](#)

378.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[IkunTeddy's solution](#)

379.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[IkunTeddy's solution](#)

380.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graph matchings, greedy

[IkunTeddy's solution](#)

381.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[IkunTeddy's solution](#)

382.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[IkunTeddy's solution](#)

383.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[IkunTeddy's solution](#)

384.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[IkunTeddy's solution](#)

385.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[IkunTeddy's solution](#)

386.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[IkunTeddy's solution](#)

387.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, matrices

[IkunTeddy's solution](#)

388.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities

[IkunTeddy's solution](#)

389.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[IkunTeddy's solution](#)

390.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[IkunTeddy's solution](#)

391.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[IkunTeddy's solution](#)

392.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[IkunTeddy's solution](#)

393.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[IkunTeddy's solution](#)

394.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, strings

[IkunTeddy's solution](#)

395.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[IkunTeddy's solution](#)

396.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry

[IkunTeddy's solution](#)

397.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[IkunTeddy's solution](#)

398.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[IkunTeddy's solution](#)

399.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[IkunTeddy's solution](#)

400.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[IkunTeddy's solution](#)

401.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[IkunTeddy's solution](#)

402.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[IkunTeddy's solution](#)

403.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[IkunTeddy's solution](#)

404.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[IkunTeddy's solution](#)

405.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[IkunTeddy's solution](#)

406.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[IkunTeddy's solution](#)

407.

1037F

[Maximum Reduction](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[IkunTeddy's solution](#)

408.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[IkunTeddy's solution](#)

409.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[IkunTeddy's solution](#)

410.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[IkunTeddy's solution](#)

411.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[IkunTeddy's solution](#)

412.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[IkunTeddy's solution](#)

413.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[IkunTeddy's solution](#)

414.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[IkunTeddy's solution](#)

415.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[IkunTeddy's solution](#)

416.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[IkunTeddy's solution](#)

417.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[IkunTeddy's solution](#)

418.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[IkunTeddy's solution](#)

419.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[IkunTeddy's solution](#)

420.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[IkunTeddy's solution](#)

421.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

422.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[IkunTeddy's solution](#)

423.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

424.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[IkunTeddy's solution](#)

425.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[IkunTeddy's solution](#)

426.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-04-08 · last AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[IkunTeddy's solution](#)

427.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[IkunTeddy's solution](#)

428.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[IkunTeddy's solution](#)

429.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[IkunTeddy's solution](#)

430.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, trees

[IkunTeddy's solution](#)

431.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[IkunTeddy's solution](#)

432.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[IkunTeddy's solution](#)

433.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-07-30 · last AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[IkunTeddy's solution](#)

434.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[IkunTeddy's solution](#)

435.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[IkunTeddy's solution](#)

436.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[IkunTeddy's solution](#)

437.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[IkunTeddy's solution](#)

438.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[IkunTeddy's solution](#)

439.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[IkunTeddy's solution](#)

440.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[IkunTeddy's solution](#)

441.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[IkunTeddy's solution](#)

442.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[IkunTeddy's solution](#)

443.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[IkunTeddy's solution](#)

444.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[IkunTeddy's solution](#)

445.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[IkunTeddy's solution](#)

446.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[IkunTeddy's solution](#)

447.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[IkunTeddy's solution](#)

448.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[IkunTeddy's solution](#)

449.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[IkunTeddy's solution](#)

450.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[IkunTeddy's solution](#)

451.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[IkunTeddy's solution](#)

452.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[IkunTeddy's solution](#)

453.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[IkunTeddy's solution](#)

454.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[IkunTeddy's solution](#)

455.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[IkunTeddy's solution](#)

456.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[IkunTeddy's solution](#)

457.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[IkunTeddy's solution](#)

458.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

459.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[IkunTeddy's solution](#)

460.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[IkunTeddy's solution](#)

461.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[IkunTeddy's solution](#)

462.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-04-12 · last AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[IkunTeddy's solution](#)

463.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[IkunTeddy's solution](#)

464.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[IkunTeddy's solution](#)

465.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[IkunTeddy's solution](#)

466.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2600 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[IkunTeddy's solution](#)

467.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2023-08-26 · last AC: 2024-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IkunTeddy's solution](#)

468.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy

[IkunTeddy's solution](#)

469.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[IkunTeddy's solution](#)

470.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-05-06 · last AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[IkunTeddy's solution](#)

471.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[IkunTeddy's solution](#)

472.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[IkunTeddy's solution](#)

473.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[IkunTeddy's solution](#)

474.

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2025-12-16 · last AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[IkunTeddy's solution](#)

475.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[IkunTeddy's solution](#)

476.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs

[IkunTeddy's solution](#)

477.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices

[IkunTeddy's solution](#)

478.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[IkunTeddy's solution](#)

479.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[IkunTeddy's solution](#)

480.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[IkunTeddy's solution](#)

481.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[IkunTeddy's solution](#)

482.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings

[IkunTeddy's solution](#)

483.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[IkunTeddy's solution](#)

484.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[IkunTeddy's solution](#)

485.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[IkunTeddy's solution](#)

486.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[IkunTeddy's solution](#)

487.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[IkunTeddy's solution](#)

488.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[IkunTeddy's solution](#)

489.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[IkunTeddy's solution](#)

490.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat
[IkunTeddy's solution](#)

491.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers
[IkunTeddy's solution](#)

492.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[IkunTeddy's solution](#)

493.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-29 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[IkunTeddy's solution](#)

494.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings
[IkunTeddy's solution](#)

495.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[IkunTeddy's solution](#)

496.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[IkunTeddy's solution](#)

497.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

498.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, two pointers

[IkunTeddy's solution](#)

499.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[IkunTeddy's solution](#)

500.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[IkunTeddy's solution](#)

501.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[IkunTeddy's solution](#)

502.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[IkunTeddy's solution](#)

503.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[IkunTeddy's solution](#)

504.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-02-22 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

505.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[IkunTeddy's solution](#)

506.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[IkunTeddy's solution](#)

507.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[IkunTeddy's solution](#)

508.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[IkunTeddy's solution](#)

509.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[IkunTeddy's solution](#)

510.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[IkunTeddy's solution](#)

511.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[IkunTeddy's solution](#)

512.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, math, probabilities

[IkunTeddy's solution](#)

513.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, probabilities

[IkunTeddy's solution](#)

514.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[IkunTeddy's solution](#)

515.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[IkunTeddy's solution](#)

516.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-12-30 · last AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[IkunTeddy's solution](#)

517.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[IkunTeddy's solution](#)

518.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[IkunTeddy's solution](#)

519.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-07-21 · last AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[IkunTeddy's solution](#)

520.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[IkunTeddy's solution](#)

521.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[IkunTeddy's solution](#)

522.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[IkunTeddy's solution](#)

523.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

524.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[IkunTeddy's solution](#)

525.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[IkunTeddy's solution](#)

526.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[IkunTeddy's solution](#)

527.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[IkunTeddy's solution](#)

528.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[IkunTeddy's solution](#)

529.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[IkunTeddy's solution](#)

530.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[IkunTeddy's solution](#)

531.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[IkunTeddy's solution](#)

532.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[IkunTeddy's solution](#)

533.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[IkunTeddy's solution](#)

534.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

535.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[IkunTeddy's solution](#)

536.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[IkunTeddy's solution](#)

537.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[IkunTeddy's solution](#)

538.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[IkunTeddy's solution](#)

539.

19D

[Points](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2800 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

540.

1646F

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

Quality: 676 global accepts · Rating: 2900 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[IkunTeddy's solution](#)

541.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[IkunTeddy's solution](#)

542.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[IkunTeddy's solution](#)

543.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2026-01-20 · last AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[IkunTeddy's solution](#)

544.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[IkunTeddy's solution](#)

545.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[IkunTeddy's solution](#)

546.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[IkunTeddy's solution](#)

547.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[IkunTeddy's solution](#)

548.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices

[IkunTeddy's solution](#)

549.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings

[IkunTeddy's solution](#)

550.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[IkunTeddy's solution](#)

551.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[IkunTeddy's solution](#)

552.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[IkunTeddy's solution](#)

553.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

554.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, number theory

[IkunTeddy's solution](#)

555.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[IkunTeddy's solution](#)

556.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities
[IkunTeddy's solution](#)

557.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[IkunTeddy's solution](#)

558.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[IkunTeddy's solution](#)

559.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive
[IkunTeddy's solution](#)

560.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings
[IkunTeddy's solution](#)

561.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: strings
[IkunTeddy's solution](#)

562.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[IkunTeddy's solution](#)

563.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[IkunTeddy's solution](#)

564.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities
[IkunTeddy's solution](#)

565.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[IkunTeddy's solution](#)

566.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[IkunTeddy's solution](#)

567.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[IkunTeddy's solution](#)

568.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2024-05-22 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[IkunTeddy's solution](#)

569.

741D

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

Quality: 3,613 global accepts · Rating: 2900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[IkunTeddy's solution](#)

570.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[IkunTeddy's solution](#)

571.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, sortings

[IkunTeddy's solution](#)

572.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[IkunTeddy's solution](#)

573.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2025-12-06 · last AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[IkunTeddy's solution](#)

574.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-24 · last AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[IkunTeddy's solution](#)

575.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[IkunTeddy's solution](#)

576.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, expression parsing

[IkunTeddy's solution](#)

577.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-07-28 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[IkunTeddy's solution](#)

578.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[IkunTeddy's solution](#)

579.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[IkunTeddy's solution](#)

580.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[IkunTeddy's solution](#)

581.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[IkunTeddy's solution](#)

582.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[IkunTeddy's solution](#)

583.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[IkunTeddy's solution](#)

584.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[IkunTeddy's solution](#)

585.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[IkunTeddy's solution](#)

586.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, sortings, trees

[IkunTeddy's solution](#)

587.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[IkunTeddy's solution](#)

588.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[IkunTeddy's solution](#)

589.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-11-07 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[IkunTeddy's solution](#)

590.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-04-12 · last AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[IkunTeddy's solution](#)

591.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-08 · last AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[IkunTeddy's solution](#)

592.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, trees

[IkunTeddy's solution](#)

593.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[IkunTeddy's solution](#)

594.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[IkunTeddy's solution](#)

595.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices,

probabilities

[IkunTeddy's solution](#)

596.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[IkunTeddy's solution](#)

597.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IkunTeddy's solution](#)

598.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[IkunTeddy's solution](#)

599.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[IkunTeddy's solution](#)

600.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search

[IkunTeddy's solution](#)

601.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[IkunTeddy's solution](#)

602.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

603.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[IkunTeddy's solution](#)

604.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[IkunTeddy's solution](#)

605.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2024-03-01 · last AC: 2024-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[IkunTeddy's solution](#)

606.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-03-22 · last AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[IkunTeddy's solution](#)

607.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[IkunTeddy's solution](#)

608.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[IkunTeddy's solution](#)

609.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[IkunTeddy's solution](#)

610.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[IkunTeddy's solution](#)

611.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[IkunTeddy's solution](#)

612.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[IkunTeddy's solution](#)

613.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[IkunTeddy's solution](#)

614.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[IkunTeddy's solution](#)

615.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, trees

[IkunTeddy's solution](#)

616.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[IkunTeddy's solution](#)

617.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-03-19 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[IkunTeddy's solution](#)

618.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry

[IkunTeddy's solution](#)

619.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[IkunTeddy's solution](#)

620.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[IkunTeddy's solution](#)

621.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

622.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[IkunTeddy's solution](#)

623.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[IkunTeddy's solution](#)

624.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[IkunTeddy's solution](#)

625.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[IkunTeddy's solution](#)

626.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math
[IkunTeddy's solution](#)

627.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings
[IkunTeddy's solution](#)

628.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
[IkunTeddy's solution](#)

629.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[IkunTeddy's solution](#)

630.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[IkunTeddy's solution](#)

631.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math
[IkunTeddy's solution](#)

632.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory
[IkunTeddy's solution](#)

633.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[IkunTeddy's solution](#)

634.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[IkunTeddy's solution](#)

635.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[IkunTeddy's solution](#)

636.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2024-03-28 · last AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[IkunTeddy's solution](#)

637.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory
[IkunTeddy's solution](#)

638.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
[IkunTeddy's solution](#)

639.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[IkunTeddy's solution](#)

640.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[IkunTeddy's solution](#)

641.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[IkunTeddy's solution](#)

642.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[IkunTeddy's solution](#)

643.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[IkunTeddy's solution](#)

644.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[IkunTeddy's solution](#)

645.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[IkunTeddy's solution](#)

646.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2024-02-14 · last AC: 2024-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[IkunTeddy's solution](#)

647.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[IkunTeddy's solution](#)

648.

2223B

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649.

2223A

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398B

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651.

100548G

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652.

392B

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