

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

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# Unique solved — Include Z F R

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

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

Filters: none

Count: 475

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Include Z F R 's solution](#)

2.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Include Z F R 's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Include Z F R 's solution](#)

4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Include Z F R 's solution](#)

5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Include Z F R 's solution](#)

6.

2157A

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

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Include Z F R 's solution](#)

7.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Include Z F R 's solution](#)

8.

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Include Z F R 's solution](#)

9.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Include Z F R 's solution](#)

**10.**

2124A

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

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Include Z F R 's solution](#)

**11.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Include Z F R 's solution](#)

**12.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Include Z F R 's solution](#)

**13.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Include Z F R 's solution](#)

**14.**

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Include Z F R 's solution](#)

**15.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Include Z F R 's solution](#)

**16.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[Include Z F R 's solution](#)

**17.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Include Z F R 's solution](#)

**18.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Include Z F R 's solution](#)

**19.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Include Z F R 's solution](#)

**20.**

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Include Z F R 's solution](#)

**21.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**22.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[Include Z F R 's solution](#)

**23.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Include Z F R 's solution](#)

**24.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Include Z F R 's solution](#)

**25.**

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Include Z F R 's solution](#)

**26.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Include Z F R 's solution](#)

**27.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Include Z F R 's solution](#)

**28.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Include Z F R 's solution](#)

**29.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Include Z F R 's solution](#)

**30.**

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Include Z F R 's solution](#)

**31.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,638 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Include Z F R 's solution](#)

**32.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,917 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Include Z F R 's solution](#)

**33.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Include Z F R 's solution](#)

**34.**

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Include Z F R 's solution](#)

**35.**

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Include Z F R 's solution](#)

**36.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Include Z F R 's solution](#)

**37.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Include Z F R 's solution](#)

**38.**

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Include Z F R 's solution](#)

**39.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Include Z F R 's solution](#)

**40.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Include Z F R 's solution](#)

**41.**

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Include Z F R 's solution](#)

**42.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Include Z F R 's solution](#)

**43.**

1916A

**2023** · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Include Z F R 's solution](#)

**44.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,306 global accepts · Rating: 800 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Include Z F R 's solution](#)

**45.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,287 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**46.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Include Z F R 's solution](#)

**47.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,919 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Include Z F R 's solution](#)

**48.**

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Include Z F R 's solution](#)

**49.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Include Z F R 's solution](#)

**50.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Include Z F R 's solution](#)

**51.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,322 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Include Z F R 's solution](#)

**52.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Include Z F R 's solution](#)

**53.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**54.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Include Z F R 's solution](#)

**55.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,455 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Include Z F R 's solution](#)

**56.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Include Z F R 's solution](#)

**57.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Include Z F R 's solution](#)

**58.**

1845A

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

Quality: 47,338 global accepts · Rating: 800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Include Z F R 's solution](#)

**59.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,645 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**60.**

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

[Include Z F R 's solution](#)

**61.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,951 global accepts · Rating: 800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Include Z F R 's solution](#)

**62.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Include Z F R 's solution](#)

**63.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Include Z F R 's solution](#)

**64.**

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,902 global accepts · Rating: 800 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Include Z F R 's solution](#)

**65.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Include Z F R 's solution](#)

**66.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,728 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Include Z F R 's solution](#)

**67.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Include Z F R 's solution](#)

**68.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Include Z F R 's solution](#)

**69.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Include Z F R 's solution](#)

**70.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Include Z F R 's solution](#)

**71.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Include Z F R 's solution](#)

**72.**

2031B

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

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Include Z F R 's solution](#)

**73.**

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**74.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[Include Z F R 's solution](#)

**75.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Include Z F R 's solution](#)

**76.**

1875A

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

Quality: 46,989 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Include Z F R 's solution](#)

**77.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Include Z F R 's solution](#)

**78.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Include Z F R 's solution](#)

**79.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,915 global accepts · Rating: 900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Include Z F R 's solution](#)

**80.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Include Z F R 's solution](#)

**81.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Include Z F R 's solution](#)

**82.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**83.**

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Include Z F R 's solution](#)

**84.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Include Z F R 's solution](#)

**85.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Include Z F R 's solution](#)

**86.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Include Z F R 's solution](#)

**87.**

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Include Z F R 's solution](#)

**88.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Include Z F R 's solution](#)

**89.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Include Z F R 's solution](#)

**90.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Include Z F R 's solution](#)

**91.**

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Include Z F R 's solution](#)

**92.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,742 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Include Z F R 's solution](#)

**93.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,429 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Include Z F R 's solution](#)

**94.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Include Z F R 's solution](#)

**95.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Include Z F R 's solution](#)

**96.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Include Z F R 's solution](#)

**97.**

1858C

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

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

[Include Z F R 's solution](#)

**98.**

1859B

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

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Include Z F R 's solution](#)

**99.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Include Z F R 's solution](#)

**100.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Include Z F R 's solution](#)

**101.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Include Z F R 's solution](#)

**102.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**103.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[Include Z F R 's solution](#)

**104.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,177 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Include Z F R 's solution](#)

**105.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Include Z F R 's solution](#)

**106.**

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Include Z F R 's solution](#)

**107.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**108.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Include Z F R 's solution](#)

**109.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Include Z F R 's solution](#)

**110.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**111.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Include Z F R 's solution](#)

**112.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Include Z F R 's solution](#)

**113.**

2025B

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

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Include Z F R 's solution](#)

**114.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Include Z F R 's solution](#)

**115.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Include Z F R 's solution](#)

**116.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Include Z F R 's solution](#)

**117.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Include Z F R 's solution](#)

**118.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Include Z F R 's solution](#)

**119.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Include Z F R 's solution](#)

**120.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[Include Z F R 's solution](#)

**121.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**122.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Include Z F R 's solution](#)

**123.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Include Z F R 's solution](#)

**124.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,130 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Include Z F R 's solution](#)

**125.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Include Z F R 's solution](#)

**126.**

2174A

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

Quality: 14,294 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Include Z F R 's solution](#)

**127.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Include Z F R 's solution](#)

**128.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Include Z F R 's solution](#)

**129.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Include Z F R 's solution](#)

**130.**

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Include Z F R 's solution](#)

**131.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Include Z F R 's solution](#)

**132.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Include Z F R 's solution](#)

**133.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math,

sortings

[Include Z F R 's solution](#)

**134.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Include Z F R 's solution](#)

**135.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Include Z F R 's solution](#)

**136.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Include Z F R 's solution](#)

**137.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Include Z F R 's solution](#)

**138.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Include Z F R 's solution](#)

**139.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Include Z F R 's solution](#)

**140.**

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Include Z F R 's solution](#)

**141.**

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[Include Z F R 's solution](#)

**142.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Include Z F R 's solution](#)

**143.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,140 global accepts · Rating: 1200 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**144.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Include Z F R 's solution](#)

**145.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Include Z F R 's solution](#)

**146.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Include Z F R 's solution](#)

**147.**

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Include Z F R 's solution](#)

**148.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Include Z F R 's solution](#)

**149.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Include Z F R 's solution](#)

**150.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Include Z F R 's solution](#)

**151.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Include Z F R 's solution](#)

**152.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Include Z F R 's solution](#)

**153.**

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[Include Z F R 's solution](#)

**154.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**155.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[Include Z F R 's solution](#)

**156.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Include Z F R 's solution](#)

**157.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Include Z F R 's solution](#)

**158.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,281 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Include Z F R 's solution](#)

**159.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · last AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Include Z F R 's solution](#)

**160.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Include Z F R 's solution](#)

**161.**

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Include Z F R 's solution](#)

**162.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Include Z F R 's solution](#)

**163.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, math  
[Include Z F R 's solution](#)

**164.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Include Z F R 's solution](#)

**165.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Include Z F R 's solution](#)

**166.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Include Z F R 's solution](#)

**167.**

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Include Z F R 's solution](#)

**168.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Include Z F R 's solution](#)

**169.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Include Z F R 's solution](#)

**170.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Include Z F R 's solution](#)

**171.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Include Z F R 's solution](#)

**172.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Include Z F R 's solution](#)

**173.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Include Z F R 's solution](#)

**174.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**175.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Include Z F R 's solution](#)

**176.**

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Include Z F R 's solution](#)

**177.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Include Z F R 's solution](#)

**178.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Include Z F R 's solution](#)

**179.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[Include Z F R 's solution](#)

**180.**

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Include Z F R 's solution](#)

**181.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[Include Z F R 's solution](#)

**182.**

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Include Z F R 's solution](#)

**183.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Include Z F R 's solution](#)

**184.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Include Z F R 's solution](#)

**185.**

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Include Z F R 's solution](#)

**186.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**187.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Include Z F R 's solution](#)

**188.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Include Z F R 's solution](#)

**189.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Include Z F R 's solution](#)

**190.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**191.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Include Z F R 's solution](#)

**192.**

1999G1

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

Quality: 14,525 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Include Z F R 's solution](#)

**193.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Include Z F R 's solution](#)

**194.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Include Z F R 's solution](#)

**195.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Include Z F R 's solution](#)

**196.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Include Z F R 's solution](#)

**197.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[Include Z F R 's solution](#)

**198.**

2157D

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

Quality: 6,005 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

[Include Z F R 's solution](#)

**199.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**200.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers

[Include Z F R 's solution](#)

**201.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Include Z F R 's solution](#)

**202.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Include Z F R 's solution](#)

**203.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Include Z F R 's solution](#)

**204.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Include Z F R 's solution](#)

**205.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, two pointers

[Include Z F R 's solution](#)

**206.**

1956C

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

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**207.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Include Z F R 's solution](#)

**208.**

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Include Z F R 's solution](#)

**209.**

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Include Z F R 's solution](#)

**210.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1600 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Include Z F R 's solution](#)

**211.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Include Z F R 's solution](#)

**212.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[Include Z F R 's solution](#)

**213.**

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Include Z F R 's solution](#)

**214.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Include Z F R 's solution](#)

**215.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Include Z F R 's solution](#)

**216.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Include Z F R 's solution](#)

**217.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Include Z F R 's solution](#)

**218.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Include Z F R 's solution](#)

**219.**

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Include Z F R 's solution](#)

**220.**

2096C

[Wonderful City](#) · [Tutorial](#)

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

[Include Z F R 's solution](#)

**221.**

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Include Z F R 's solution](#)

**222.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Include Z F R 's solution](#)

**223.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Include Z F R 's solution](#)

**224.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Include Z F R 's solution](#)

**225.**

1999G2

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

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Include Z F R 's solution](#)

**226.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Include Z F R 's solution](#)

**227.**

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Include Z F R 's solution](#)

**228.**

1916D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Include Z F R 's solution](#)

**229.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Include Z F R 's solution](#)

**230.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Include Z F R 's solution](#)

**231.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Include Z F R 's solution](#)

**232.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Include Z F R 's solution](#)

**233.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Include Z F R 's solution](#)

**234.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Include Z F R 's solution](#)

**235.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Include Z F R 's solution](#)

**236.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Include Z F R 's solution](#)

**237.**

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Include Z F R 's solution](#)

**238.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Include Z F R 's solution](#)

**239.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Include Z F R 's solution](#)

**240.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Include Z F R 's solution](#)

**241.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Include Z F R 's solution](#)

**242.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Include Z F R 's solution](#)

**243.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, dp, greedy, number theory

[Include Z F R 's solution](#)

**244.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Include Z F R 's solution](#)

**245.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 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

[Include Z F R 's solution](#)

**246.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Include Z F R 's solution](#)

**247.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Include Z F R 's solution](#)

**248.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Include Z F R 's solution](#)

**249.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Include Z F R 's solution](#)

**250.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Include Z F R 's solution](#)

**251.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Include Z F R 's solution](#)

**252.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,633 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[Include Z F R 's solution](#)

**253.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Include Z F R 's solution](#)

**254.**

1141F2

[Same Sum Blocks \(Hard\) · Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Include Z F R 's solution](#)

**255.**

1920D

[Array Repetition · Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Include Z F R 's solution](#)

**256.**

1404B

[Tree Tag · Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Include Z F R 's solution](#)

**257.**

685B

[Kay and Snowflake · Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Include Z F R 's solution](#)

**258.**

9D

[How many trees? · Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Include Z F R 's solution](#)

**259.**

2178E

[Flatten or Concatenate · Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Include Z F R 's solution](#)

**260.**

2165C

[Binary Wine · Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Include Z F R 's solution](#)

**261.**

2135C

[By the Assignment · Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Include Z F R 's solution](#)

**262.**

2096D

[Wonderful Lightbulbs · Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Include Z F R 's solution](#)

**263.**

557D

[Vitaly and Cycle · Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and

similar, graphs, math

[Include Z F R 's solution](#)

**264.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**265.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, trees

[Include Z F R 's solution](#)

**266.**

2061E

[Kevin and And](#) · [Tutorial](#)

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

[Include Z F R 's solution](#)

**267.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Include Z F R 's solution](#)

**268.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Include Z F R 's solution](#)

**269.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Include Z F R 's solution](#)

**270.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Include Z F R 's solution](#)

**271.**

514C

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

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Include Z F R 's solution](#)

**272.**

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Include Z F R 's solution](#)

**273.**

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Include Z F R 's solution](#)

**274.**

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Include Z F R 's solution](#)

**275.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Include Z F R 's solution](#)

**276.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Include Z F R 's solution](#)

**277.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Include Z F R 's solution](#)

**278.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Include Z F R 's solution](#)

**279.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Include Z F R 's solution](#)

**280.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Include Z F R 's solution](#)

**281.**

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Include Z F R 's solution](#)

**282.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Include Z F R 's solution](#)

**283.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Include Z F R 's solution](#)

**284.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Include Z F R 's solution](#)

**285.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[Include Z F R 's solution](#)

**286.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Include Z F R 's solution](#)

**287.**

2089C1

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

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

[Include Z F R 's solution](#)

**288.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Include Z F R 's solution](#)

**289.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Include Z F R 's solution](#)

**290.**

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Include Z F R 's solution](#)

**291.**

518E

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

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, ternary search

[Include Z F R 's solution](#)

**292.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Include Z F R 's solution](#)

**293.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Include Z F R 's solution](#)

**294.**

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Include Z F R 's solution](#)

**295.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Include Z F R 's solution](#)

**296.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Include Z F R 's solution](#)

**297.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Include Z F R 's solution](#)

**298.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Include Z F R 's solution](#)

**299.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Include Z F R 's solution](#)

**300.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Include Z F R 's solution](#)

**301.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Include Z F R 's solution](#)

**302.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Include Z F R 's solution](#)

**303.**

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Include Z F R 's solution](#)

**304.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Include Z F R 's solution](#)

**305.**

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Include Z F R 's solution](#)

**306.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Include Z F R 's solution](#)

**307.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Include Z F R 's solution](#)

**308.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Include Z F R 's solution](#)

**309.**

2174C1

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

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

[Include Z F R 's solution](#)

**310.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Include Z F R 's solution](#)

**311.**

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Include Z F R 's solution](#)

**312.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem,

geometry, implementation, math, number theory

[Include Z F R 's solution](#)

**313.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Include Z F R 's solution](#)

**314.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Include Z F R 's solution](#)

**315.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Include Z F R 's solution](#)

**316.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Include Z F R 's solution](#)

**317.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Include Z F R 's solution](#)

**318.**

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Include Z F R 's solution](#)

**319.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[Include Z F R 's solution](#)

**320.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Include Z F R 's solution](#)

**321.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Include Z F R 's solution](#)

**322.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, interactive

[Include Z\\_F\\_R 's solution](#)

**323.**

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Include Z\\_F\\_R 's solution](#)

**324.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Include Z\\_F\\_R 's solution](#)

**325.**

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Include Z\\_F\\_R 's solution](#)

**326.**

156D

[Clues · Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs

[Include Z\\_F\\_R 's solution](#)

**327.**

1100F

[Ivan and Burgers · Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Include Z\\_F\\_R 's solution](#)

**328.**

825G

[Tree Queries · Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Include Z\\_F\\_R 's solution](#)

**329.**

1117G

[Recursive Queries · Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Include Z\\_F\\_R 's solution](#)

**330.**

1951F

[Inversion Composition · Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Include Z\\_F\\_R 's solution](#)

**331.**

1994F

[Stardew Valley · Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Include Z\\_F\\_R 's solution](#)

**332.**

1375E

[Inversion SwapSort · Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Include Z F R 's solution](#)

**333.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Include Z F R 's solution](#)

**334.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Include Z F R 's solution](#)

**335.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[Include Z F R 's solution](#)

**336.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Include Z F R 's solution](#)

**337.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Include Z F R 's solution](#)

**338.**

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Include Z F R 's solution](#)

**339.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Include Z F R 's solution](#)

**340.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Include Z F R 's solution](#)

**341.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Include Z F R 's solution](#)

**342.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, trees

[Include Z F R 's solution](#)

**343.**

547D

[Mike and Fish](#) · Tutorial

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Include Z F R 's solution](#)

**344.**

196E

[Opening Portals](#) · Tutorial

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, shortest paths

[Include Z F R 's solution](#)

**345.**

1704F

[Colouring Game](#) · Tutorial

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[Include Z F R 's solution](#)

**346.**

1566F

[Points Movement](#) · Tutorial

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Include Z F R 's solution](#)

**347.**

1781F

[Bracket Insertion](#) · Tutorial

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Include Z F R 's solution](#)

**348.**

1411G

[No Game No Life](#) · Tutorial

Quality: 890 global accepts · Rating: 2700 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices

[Include Z F R 's solution](#)

**349.**

1641D

[Two Arrays](#) · Tutorial

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Include Z F R 's solution](#)

**350.**

1603F

[October 18, 2017](#) · Tutorial

Quality: 348 global accepts · Rating: 2700 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Include Z F R 's solution](#)

**351.**

1270G

[Subset with Zero Sum](#) · Tutorial

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Include Z F R 's solution](#)

**352.**

1303G

[Sum of Prefix Sums](#) · Tutorial

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Include Z F R 's solution](#)

**353.**

932F

[Escape Through Leaf](#) · Tutorial

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[Include Z F R 's solution](#)

**354.**

475E

[Strongly Connected City 2](#) · Tutorial

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Include Z F R 's solution](#)

**355.**

906D

[Power Tower](#) · Tutorial

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-07-17 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Include Z F R 's solution](#)

**356.**

1750F

[Majority](#) · Tutorial

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[Include Z F R 's solution](#)

**357.**

1654F

[Minimal String Xoration](#) · Tutorial

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-08-31 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Include Z F R 's solution](#)

**358.**

2178G

[deCH OR Dations](#) · Tutorial

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Include Z F R 's solution](#)

**359.**

2157G

[Isaac's Queries](#) · Tutorial

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Include Z F R 's solution](#)

**360.**

1039D

[You Are Given a Tree](#) · Tutorial

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Include Z F R 's solution](#)

**361.**

2147F

[Exchange Queries](#) · Tutorial

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Include Z F R 's solution](#)

**362.**

547E

[Mike and Friends](#) · Tutorial

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Include Z F R 's solution](#)

**363.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Include Z\\_F\\_R\\_'s solution](#)

**364.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Include Z\\_F\\_R\\_'s solution](#)

**365.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Include Z\\_F\\_R\\_'s solution](#)

**366.**

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[Include Z\\_F\\_R\\_'s solution](#)

**367.**

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Include Z\\_F\\_R\\_'s solution](#)

**368.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[Include Z\\_F\\_R\\_'s solution](#)

**369.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Include Z\\_F\\_R\\_'s solution](#)

**370.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Include Z\\_F\\_R\\_'s solution](#)

**371.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[Include Z\\_F\\_R\\_'s solution](#)

**372.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Include Z F R 's solution](#)

**373.**

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Include Z F R 's solution](#)

**374.**

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Include Z F R 's solution](#)

**375.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Include Z F R 's solution](#)

**376.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Include Z F R 's solution](#)

**377.**

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Include Z F R 's solution](#)

**378.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures

[Include Z F R 's solution](#)

**379.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Include Z F R 's solution](#)

**380.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Include Z F R 's solution](#)

**381.**

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Include Z F R 's solution](#)

**382.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Include Z F R 's solution](#)

**383.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[Include Z\\_F\\_R\\_'s solution](#)

**384.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Include Z\\_F\\_R\\_'s solution](#)

**385.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Include Z\\_F\\_R\\_'s solution](#)

**386.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[Include Z\\_F\\_R\\_'s solution](#)

**387.**

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation, trees

[Include Z\\_F\\_R\\_'s solution](#)

**388.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[Include Z\\_F\\_R\\_'s solution](#)

**389.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Include Z\\_F\\_R\\_'s solution](#)

**390.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Include Z\\_F\\_R\\_'s solution](#)

**391.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory

[Include Z\\_F\\_R\\_'s solution](#)

**392.**

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Include Z\\_F\\_R\\_'s solution](#)

**393.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar  
[Include Z F R 's solution](#)

**394.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Include Z F R 's solution](#)

**395.**

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[Include Z F R 's solution](#)

**396.**

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Include Z F R 's solution](#)

**397.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Include Z F R 's solution](#)

**398.**

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Include Z F R 's solution](#)

**399.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Include Z F R 's solution](#)

**400.**

1425C

[Captain of Knights](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Include Z F R 's solution](#)

**401.**

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2026-02-17 · last AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows

[Include Z F R 's solution](#)

**402.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[Include Z F R 's solution](#)

**403.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[Include Z F R 's solution](#)

**404.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Include Z F R 's solution](#)

**405.**

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Include Z F R 's solution](#)

**406.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Include Z F R 's solution](#)

**407.**

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Include Z F R 's solution](#)

**408.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Include Z F R 's solution](#)

**409.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, trees

[Include Z F R 's solution](#)

**410.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Include Z F R 's solution](#)

**411.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, flows, greedy

[Include Z F R 's solution](#)

**412.**

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Include Z F R 's solution](#)

**413.**

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Include Z F R 's solution](#)

**414.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[Include Z F R 's solution](#)

**415.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[Include Z F R 's solution](#)

**416.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Include Z F R 's solution](#)

**417.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Include Z F R 's solution](#)

**418.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Include Z F R 's solution](#)

**419.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Include Z F R 's solution](#)

**420.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[Include Z F R 's solution](#)

**421.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy

[Include Z F R 's solution](#)

**422.**

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[Include Z F R 's solution](#)

**423.**

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Include Z F R 's solution](#)

**424.**

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[Include Z F R 's solution](#)

**425.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Include Z F R 's solution](#)

**426.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Include Z F R 's solution](#)

**427.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-08-02 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing

[Include Z F R 's solution](#)

**428.**

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Include Z F R 's solution](#)

**429.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, hashing

[Include Z F R 's solution](#)

**430.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Include Z F R 's solution](#)

**431.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Include Z F R 's solution](#)

**432.**

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2025-07-15 · last AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Include Z F R 's solution](#)

**433.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Include Z F R 's solution](#)

**434.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Include Z F R 's solution](#)

**435.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Include Z F R 's solution](#)

**436.**

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Include Z F R 's solution](#)

**437.**

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[Include Z F R 's solution](#)

**438.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Include Z F R 's solution](#)

**439.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-11-05 · last AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Include Z F R 's solution](#)

**440.**

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[Include Z F R 's solution](#)

**441.**

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Include Z F R 's solution](#)

**442.**

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Include Z F R 's solution](#)

**443.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[Include Z F R 's solution](#)

**444.**

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Include Z F R 's solution](#)

**445.**

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Include Z F R 's solution](#)

**446.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[Include Z F R 's solution](#)

**447.**

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees

[Include Z F R 's solution](#)

**448.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees

[Include Z F R 's solution](#)

**449.**

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Include Z F R 's solution](#)

**450.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Include Z F R 's solution](#)

**451.**

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Include Z F R 's solution](#)

**452.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Include Z F R 's solution](#)

**453.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Include Z F R 's solution](#)

**454.**

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive

[Include Z F R 's solution](#)

**455.**

103855B

[Distance Optimizing Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Include Z F R 's solution](#)

**456.**

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Include Z F R 's solution](#)

**457.**

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Include Z F R 's solution](#)

**458.**

102253D

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Include Z F R 's solution](#)

**459.**

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Include Z F R 's solution](#)

**460.**

105833F

[Fair Forgery](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**461.**

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**462.**

2095C

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Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force

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**463.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-04 · PHP (first AC) · Tags: \*special, games, interactive

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**464.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-04 · PHP (first AC) · Tags: \*special, string suffix structures

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**465.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2025-03-28 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

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**466.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, constructive algorithms, geometry, math

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**467.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, constructive algorithms, math, number theory

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**468.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Include Z F R 's solution](#)

**469.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, implementation

[Include Z F R 's solution](#)

**470.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2025-03-28 · PHP (first AC) · Tags: \*special, expression parsing, strings

[Include Z F R 's solution](#)

**471.**

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Include Z F R 's solution](#)

**472.**

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Include Z F R 's solution](#)

**473.**

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Include Z F R 's solution](#)

**474.**

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Include Z\\_F\\_R\\_'s solution](#)

**475.**

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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