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Unique solved — ItsMyGo

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- 7.**
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1930A
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52.

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56.

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1954B

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2165A

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71.

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74.

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1967B1

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87.

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88.

1887A1

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89.

1863D

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90.

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91.

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92.

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94.

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95.

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100.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[ItsMyGo's solution](#)

101.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[ItsMyGo's solution](#)

102.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ItsMyGo's solution](#)

103.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ItsMyGo's solution](#)

104.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[ItsMyGo's solution](#)

105.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ItsMyGo's solution](#)

106.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ItsMyGo's solution](#)

107.

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[ItsMyGo's solution](#)

108.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[ItsMyGo's solution](#)

109.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ItsMyGo's solution](#)

110.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ItsMyGo's solution](#)

111.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[ItsMyGo's solution](#)

112.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ItsMyGo's solution](#)

113.

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

[ItsMyGo's solution](#)

114.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ItsMyGo's solution](#)

115.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ItsMyGo's solution](#)

116.

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

[ItsMyGo's solution](#)

117.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[ItsMyGo's solution](#)

118.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[ItsMyGo's solution](#)

119.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ItsMyGo's solution](#)

120.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ItsMyGo's solution](#)

121.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ItsMyGo's solution](#)

122.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ItsMyGo's solution](#)

123.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings
[ItsMyGo's solution](#)

124.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings
[ItsMyGo's solution](#)

125.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[ItsMyGo's solution](#)

126.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[ItsMyGo's solution](#)

127.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[ItsMyGo's solution](#)

128.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees
[ItsMyGo's solution](#)

129.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[ItsMyGo's solution](#)

130.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[ItsMyGo's solution](#)

131.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings
[ItsMyGo's solution](#)

132.

2138B

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

Quality: 5,332 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[ItsMyGo's solution](#)

133.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ItsMyGo's solution](#)

134.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[ItsMyGo's solution](#)

135.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ItsMyGo's solution](#)

136.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ItsMyGo's solution](#)

137.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[ItsMyGo's solution](#)

138.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[ItsMyGo's solution](#)

139.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ItsMyGo's solution](#)

140.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ItsMyGo's solution](#)

141.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ItsMyGo's solution](#)

142.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ItsMyGo's solution](#)

143.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ItsMyGo's solution](#)

144.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[ItsMyGo's solution](#)

145.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ItsMyGo's solution](#)

146.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[ItsMyGo's solution](#)

147.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ItsMyGo's solution](#)

148.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[ItsMyGo's solution](#)

149.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ItsMyGo's solution](#)

150.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ItsMyGo's solution](#)

151.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ItsMyGo's solution](#)

152.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ItsMyGo's solution](#)

153.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ItsMyGo's solution](#)

154.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ItsMyGo's solution](#)

155.

1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[ItsMyGo's solution](#)

156.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[ItsMyGo's solution](#)

157.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[ItsMyGo's solution](#)

158.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ItsMyGo's solution](#)

159.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

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160.

2152E

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

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161.

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ItsMyGo's solution](#)

162.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ItsMyGo's solution](#)

163.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[ItsMyGo's solution](#)

164.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ItsMyGo's solution](#)

165.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[ItsMyGo's solution](#)

166.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ItsMyGo's solution](#)

167.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ItsMyGo's solution](#)

168.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ItsMyGo's solution](#)

169.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ItsMyGo's solution](#)

170.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[ItsMyGo's solution](#)

171.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[ItsMyGo's solution](#)

172.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ItsMyGo's solution](#)

173.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ItsMyGo's solution](#)

174.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math
[ItsMyGo's solution](#)

175.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[ItsMyGo's solution](#)

176.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[ItsMyGo's solution](#)

177.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[ItsMyGo's solution](#)

178.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math
[ItsMyGo's solution](#)

179.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[ItsMyGo's solution](#)

180.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[ItsMyGo's solution](#)

181.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[ItsMyGo's solution](#)

182.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[ItsMyGo's solution](#)

183.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[ItsMyGo's solution](#)

184.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ItsMyGo's solution](#)

185.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ItsMyGo's solution](#)

186.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ItsMyGo's solution](#)

187.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[ItsMyGo's solution](#)

188.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ItsMyGo's solution](#)

189.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[ItsMyGo's solution](#)

190.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ItsMyGo's solution](#)

191.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[ItsMyGo's solution](#)

192.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[ItsMyGo's solution](#)

193.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ItsMyGo's solution](#)

194.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ItsMyGo's solution](#)

195.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ItsMyGo's solution](#)

196.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ItsMyGo's solution](#)

197.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[ItsMyGo's solution](#)

198.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[ItsMyGo's solution](#)

199.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[ItsMyGo's solution](#)

200.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[ItsMyGo's solution](#)

201.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ItsMyGo's solution](#)

202.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ItsMyGo's solution](#)

203.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ItsMyGo's solution](#)

204.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[ItsMyGo's solution](#)

205.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[ItsMyGo's solution](#)

206.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ItsMyGo's solution](#)

207.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[ItsMyGo's solution](#)

208.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ItsMyGo's solution](#)

209.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ItsMyGo's solution](#)

210.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[ItsMyGo's solution](#)

211.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ItsMyGo's solution](#)

212.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[ItsMyGo's solution](#)

213.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[ItsMyGo's solution](#)

214.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[ItsMyGo's solution](#)

215.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[ItsMyGo's solution](#)

216.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[ItsMyGo's solution](#)

217.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[ItsMyGo's solution](#)

218.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[ItsMyGo's solution](#)

219.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ItsMyGo's solution](#)

220.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[ItsMyGo's solution](#)

221.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ItsMyGo's solution](#)

222.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory

[ItsMyGo's solution](#)

223.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[ItsMyGo's solution](#)

224.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing
[ItsMyGo's solution](#)

225.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy
[ItsMyGo's solution](#)

226.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games
[ItsMyGo's solution](#)

227.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[ItsMyGo's solution](#)

228.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs, shortest paths
[ItsMyGo's solution](#)

229.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory
[ItsMyGo's solution](#)

230.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[ItsMyGo's solution](#)

231.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[ItsMyGo's solution](#)

232.

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
[ItsMyGo's solution](#)

233.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ItsMyGo's solution](#)

234.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[ItsMyGo's solution](#)

235.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[ItsMyGo's solution](#)

236.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[ItsMyGo's solution](#)

237.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ItsMyGo's solution](#)

238.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[ItsMyGo's solution](#)

239.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ItsMyGo's solution](#)

240.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[ItsMyGo's solution](#)

241.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ItsMyGo's solution](#)

242.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ItsMyGo's solution](#)

243.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[ItsMyGo's solution](#)

244.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[ItsMyGo's solution](#)

245.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[ItsMyGo's solution](#)

246.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[ItsMyGo's solution](#)

247.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ItsMyGo's solution](#)

248.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ItsMyGo's solution](#)

249.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ItsMyGo's solution](#)

250.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ItsMyGo's solution](#)

251.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[ItsMyGo's solution](#)

252.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[ItsMyGo's solution](#)

253.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ItsMyGo's solution](#)

254.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[ItsMyGo's solution](#)

255.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[ItsMyGo's solution](#)

256.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ItsMyGo's solution](#)

257.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[ItsMyGo's solution](#)

258.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ItsMyGo's solution](#)

259.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ItsMyGo's solution](#)

260.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ItsMyGo's solution](#)

261.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ItsMyGo's solution](#)

262.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ItsMyGo's solution](#)

263.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[ItsMyGo's solution](#)

264.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[ItsMyGo's solution](#)

265.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[ItsMyGo's solution](#)

266.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[ItsMyGo's solution](#)

267.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[ItsMyGo's solution](#)

268.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[ItsMyGo's solution](#)

269.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[ItsMyGo's solution](#)

270.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[ItsMyGo's solution](#)

271.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[ItsMyGo's solution](#)

272.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ItsMyGo's solution](#)

273.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[ItsMyGo's solution](#)

274.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ItsMyGo's solution](#)

275.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[ItsMyGo's solution](#)

276.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[ItsMyGo's solution](#)

277.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[ItsMyGo's solution](#)

278.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[ItsMyGo's solution](#)

279.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[ItsMyGo's solution](#)

280.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ItsMyGo's solution](#)

281.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[ItsMyGo's solution](#)

282.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ItsMyGo's solution](#)

283.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows

[ItsMyGo's solution](#)

284.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing

[ItsMyGo's solution](#)

285.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[ItsMyGo's solution](#)

286.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-

middle

[ItsMyGo's solution](#)

287.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ItsMyGo's solution](#)

288.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[ItsMyGo's solution](#)

289.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[ItsMyGo's solution](#)

290.

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ItsMyGo's solution](#)

291.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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292.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math, trees

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293.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

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294.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

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295.

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation

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296.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

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297.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics,

math

[ItsMyGo's solution](#)

298.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

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299.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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300.

1863I

[Redundant Routes](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, trees

[ItsMyGo's solution](#)

301.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[ItsMyGo's solution](#)

302.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[ItsMyGo's solution](#)

303.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[ItsMyGo's solution](#)

304.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[ItsMyGo's solution](#)

305.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[ItsMyGo's solution](#)

306.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ItsMyGo's solution](#)

307.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[ItsMyGo's solution](#)

308.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[ItsMyGo's solution](#)

309.

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ItsMyGo's solution](#)

310.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ItsMyGo's solution](#)

311.

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ItsMyGo's solution](#)

312.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[ItsMyGo's solution](#)

313.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[ItsMyGo's solution](#)

314.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ItsMyGo's solution](#)

315.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ItsMyGo's solution](#)

316.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[ItsMyGo's solution](#)

317.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[ItsMyGo's solution](#)

318.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[ItsMyGo's solution](#)

319.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[ItsMyGo's solution](#)

320.

1842I

[Tenzing and Necklace](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[ItsMyGo's solution](#)

321.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ItsMyGo's solution](#)

322.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[ItsMyGo's solution](#)

323.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,766 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ItsMyGo's solution](#)

324.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ItsMyGo's solution](#)

325.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,980 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[ItsMyGo's solution](#)

326.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, trees

[ItsMyGo's solution](#)

327.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ItsMyGo's solution](#)

328.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ItsMyGo's solution](#)

329.

105666E

[Inverse Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ItsMyGo's solution](#)

330.

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ItsMyGo's solution](#)

331.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, schedules

[ItsMyGo's solution](#)

332.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[ItsMyGo's solution](#)

333.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[ItsMyGo's solution](#)

334.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[ItsMyGo's solution](#)

335.

104724C

[struct](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[ItsMyGo's solution](#)

336.

104724B

[game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[ItsMyGo's solution](#)

337.

104724A

[lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[ItsMyGo's solution](#)