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Unique solved — KaguyaH

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

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Filters: none

Count: 775

1.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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2.

1929A

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3.

1929B

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4.

1919B

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5.

1919A

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6.

1916A

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7.

1912L

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8.

1896A

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9.

1870A

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10.

1863A

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11.

1864A

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12.

1866A

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13.

1842A

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14.

1804A

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15.

1799A

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16.

1787A

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17.

1775A1

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1782A

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19.

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20.

1774A

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21.

1764A

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22.

1761A

[Two Permutations](#) · [Tutorial](#)

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23.

1750B

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24.

1750A

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25.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-10-30 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: strings

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26.

1654A

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28.

1746A

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29.

1738A

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30.

1716B

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31.

1716A

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32.

1704A

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33.

1696A

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34.

780A

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35.

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36.

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37.

1658A

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38.

1656A

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39.

1632A

[ABC](#) · [Tutorial](#)

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40.

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algorithms, implementation

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41.

851A

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42.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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43.

898A

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Quality: 17,581 global accepts · Rating: 800 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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44.

1514A

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45.

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46.

1472A

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47.

1430B

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48.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

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49.

1775A2

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50.

1779B

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51.

1764B

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Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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52.

1696B

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53.

1666D

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54.

1679A

[AvtoBus](#) · [Tutorial](#)

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55.

1543B

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56.

1543A

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57.

793A

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58.

1430A

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59.

916A

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60.

439A

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61.

1916B

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Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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62.

1876A

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63.

727A

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64.

1804B

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65.

1785A

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Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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66.

1782B

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67.

1770B

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68.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

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69.

1761B

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70.

1704B

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71.

920A

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72.

1632B

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73.

742A

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74.

757A

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75.

888B

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Quality: 10,724 global accepts · Rating: 1000 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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76.

1418A

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77.

122B

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78.

122A

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79.

1430C

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80.

604A

[Uncowed Forces](#) · [Tutorial](#)

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81.

552A

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82.

1863C

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Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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83.

1863B

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84.

1864B

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Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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85.

1842B

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86.

1787B

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87.

331C1

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88.

1119A

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Quality: 11,503 global accepts · Rating: 1100 · first AC: 2022-08-29 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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89.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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90.

858A

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math, number theory
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91.

845A

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92.

1656B

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93.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[KaguyaH's solution](#)

94.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KaguyaH's solution](#)

95.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[KaguyaH's solution](#)

96.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-12-08 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[KaguyaH's solution](#)

97.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2021-12-08 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[KaguyaH's solution](#)

98.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[KaguyaH's solution](#)

99.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[KaguyaH's solution](#)

100.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[KaguyaH's solution](#)

101.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[KaguyaH's solution](#)

102.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KaguyaH's solution](#)

103.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KaguyaH's solution](#)

104.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[KaguyaH's solution](#)

105.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KaguyaH's solution](#)

106.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[KaguyaH's solution](#)

107.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[KaguyaH's solution](#)

108.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[KaguyaH's solution](#)

109.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[KaguyaH's solution](#)

110.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, games,

greedy, sortings

[KaguyaH's solution](#)

111.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2021-12-06 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[KaguyaH's solution](#)

112.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[KaguyaH's solution](#)

113.

483C

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

Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[KaguyaH's solution](#)

114.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2021-08-24 · last AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[KaguyaH's solution](#)

115.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[KaguyaH's solution](#)

116.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[KaguyaH's solution](#)

117.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[KaguyaH's solution](#)

118.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[KaguyaH's solution](#)

119.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[KaguyaH's solution](#)

120.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[KaguyaH's solution](#)

121.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[KaguyaH's solution](#)

122.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KaguyaH's solution](#)

123.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2022-08-29 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, sortings

[KaguyaH's solution](#)

124.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[KaguyaH's solution](#)

125.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KaguyaH's solution](#)

126.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[KaguyaH's solution](#)

127.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2021-12-16 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[KaguyaH's solution](#)

128.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2021-12-08 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KaguyaH's solution](#)

129.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[KaguyaH's solution](#)

130.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[KaguyaH's solution](#)

131.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[KaguyaH's solution](#)

132.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[KaguyaH's solution](#)

133.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[KaguyaH's solution](#)

134.

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[KaguyaH's solution](#)

135.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[KaguyaH's solution](#)

136.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[KaguyaH's solution](#)

137.

1883G1

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

Quality: 19,562 global accepts · Rating: 1400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[KaguyaH's solution](#)

138.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[KaguyaH's solution](#)

139.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[KaguyaH's solution](#)

140.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[KaguyaH's solution](#)

141.

1854A1

[Dual \(Easy Version\) · Tutorial](#)

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[KaguyaH's solution](#)

142.

1824A

[LuoTianyi and the Show · Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[KaguyaH's solution](#)

143.

198B

[Jumping on Walls · Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2023-01-23 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: shortest paths

[KaguyaH's solution](#)

144.

1764C

[Doremy's City Construction · Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[KaguyaH's solution](#)

145.

1761C

[Set Construction · Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · last AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[KaguyaH's solution](#)

146.

1750C

[Complementary XOR · Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KaguyaH's solution](#)

147.

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-10-30 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[KaguyaH's solution](#)

148.

1696C

[Fishingprince Plays With Array · Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KaguyaH's solution](#)

149.

920C

[Swap Adjacent Elements · Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[KaguyaH's solution](#)

150.

1679C

[Rooks Defenders · Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[KaguyaH's solution](#)

151.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KaguyaH's solution](#)

152.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[KaguyaH's solution](#)

153.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2021-12-23 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[KaguyaH's solution](#)

154.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[KaguyaH's solution](#)

155.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[KaguyaH's solution](#)

156.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[KaguyaH's solution](#)

157.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[KaguyaH's solution](#)

158.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[KaguyaH's solution](#)

159.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[KaguyaH's solution](#)

160.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KaguyaH's solution](#)

161.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[KaguyaH's solution](#)

162.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[KaguyaH's solution](#)

163.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[KaguyaH's solution](#)

164.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[KaguyaH's solution](#)

165.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2022-08-29 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KaguyaH's solution](#)

166.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[KaguyaH's solution](#)

167.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[KaguyaH's solution](#)

168.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,885 global accepts · Rating: 1500 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[KaguyaH's solution](#)

169.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[KaguyaH's solution](#)

170.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

greedy, sortings

[KaguyaH's solution](#)

171.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[KaguyaH's solution](#)

172.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[KaguyaH's solution](#)

173.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2021-12-17 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[KaguyaH's solution](#)

174.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: strings

[KaguyaH's solution](#)

175.

122D

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

Rating: 1500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[KaguyaH's solution](#)

176.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[KaguyaH's solution](#)

177.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[KaguyaH's solution](#)

178.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[KaguyaH's solution](#)

179.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[KaguyaH's solution](#)

180.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[KaguyaH's solution](#)

181.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[KaguyaH's solution](#)

182.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[KaguyaH's solution](#)

183.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[KaguyaH's solution](#)

184.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[KaguyaH's solution](#)

185.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[KaguyaH's solution](#)

186.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[KaguyaH's solution](#)

187.

780B

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

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[KaguyaH's solution](#)

188.

858D

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

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[KaguyaH's solution](#)

189.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[KaguyaH's solution](#)

190.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[KaguyaH's solution](#)

191.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[KaguyaH's solution](#)

192.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[KaguyaH's solution](#)

193.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[KaguyaH's solution](#)

194.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2021-12-30 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[KaguyaH's solution](#)

195.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[KaguyaH's solution](#)

196.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[KaguyaH's solution](#)

197.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

198.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[KaguyaH's solution](#)

199.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KaguyaH's solution](#)

200.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[KaguyaH's solution](#)

201.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2021-12-11 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[KaguyaH's solution](#)

202.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[KaguyaH's solution](#)

203.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2021-12-05 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[KaguyaH's solution](#)

204.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[KaguyaH's solution](#)

205.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[KaguyaH's solution](#)

206.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[KaguyaH's solution](#)

207.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[KaguyaH's solution](#)

208.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KaguyaH's solution](#)

209.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[KaguyaH's solution](#)

210.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[KaguyaH's solution](#)

211.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[KaguyaH's solution](#)

212.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[KaguyaH's solution](#)

213.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2023-01-23 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[KaguyaH's solution](#)

214.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[KaguyaH's solution](#)

215.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[KaguyaH's solution](#)

216.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[KaguyaH's solution](#)

217.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[KaguyaH's solution](#)

218.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[KaguyaH's solution](#)

219.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[KaguyaH's solution](#)

220.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[KaguyaH's solution](#)

221.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[KaguyaH's solution](#)

222.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, graph matchings, implementation, trees

[KaguyaH's solution](#)

223.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2021-12-23 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[KaguyaH's solution](#)

224.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[KaguyaH's solution](#)

225.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-12-16 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[KaguyaH's solution](#)

226.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[KaguyaH's solution](#)

227.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[KaguyaH's solution](#)

228.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[KaguyaH's solution](#)

229.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2021-12-06 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

constructive algorithms, implementation, number theory

[KaguyaH's solution](#)

230.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[KaguyaH's solution](#)

231.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[KaguyaH's solution](#)

232.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[KaguyaH's solution](#)

233.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[KaguyaH's solution](#)

234.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[KaguyaH's solution](#)

235.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[KaguyaH's solution](#)

236.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[KaguyaH's solution](#)

237.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[KaguyaH's solution](#)

238.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[KaguyaH's solution](#)

239.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KaguyaH's solution](#)

240.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[KaguyaH's solution](#)

241.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[KaguyaH's solution](#)

242.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2022-08-29 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[KaguyaH's solution](#)

243.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2022-05-05 · last AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[KaguyaH's solution](#)

244.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[KaguyaH's solution](#)

245.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-12-31 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[KaguyaH's solution](#)

246.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[KaguyaH's solution](#)

247.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2021-12-05 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[KaguyaH's solution](#)

248.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: number theory

[KaguyaH's solution](#)

249.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[KaguyaH's solution](#)

250.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[KaguyaH's solution](#)

251.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[KaguyaH's solution](#)

252.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[KaguyaH's solution](#)

253.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[KaguyaH's solution](#)

254.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[KaguyaH's solution](#)

255.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[KaguyaH's solution](#)

256.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[KaguyaH's solution](#)

257.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[KaguyaH's solution](#)

258.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[KaguyaH's solution](#)

259.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[KaguyaH's solution](#)

260.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[KaguyaH's solution](#)

261.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2023-03-12 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[KaguyaH's solution](#)

262.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[KaguyaH's solution](#)

263.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KaguyaH's solution](#)

264.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[KaguyaH's solution](#)

265.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[KaguyaH's solution](#)

266.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[KaguyaH's solution](#)

267.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[KaguyaH's solution](#)

268.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[KaguyaH's solution](#)

269.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2022-08-29 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[KaguyaH's solution](#)

270.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[KaguyaH's solution](#)

271.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

272.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[KaguyaH's solution](#)

273.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[KaguyaH's solution](#)

274.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[KaguyaH's solution](#)

275.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[KaguyaH's solution](#)

276.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[KaguyaH's solution](#)

277.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2021-12-24 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[KaguyaH's solution](#)

278.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-12-16 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[KaguyaH's solution](#)

279.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[KaguyaH's solution](#)

280.

122E

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

Rating: 1900 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[KaguyaH's solution](#)

281.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2021-12-09 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees

[KaguyaH's solution](#)

282.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[KaguyaH's solution](#)

283.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[KaguyaH's solution](#)

284.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[KaguyaH's solution](#)

285.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[KaguyaH's solution](#)

286.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[KaguyaH's solution](#)

287.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[KaguyaH's solution](#)

288.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[KaguyaH's solution](#)

289.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[KaguyaH's solution](#)

290.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[KaguyaH's solution](#)

291.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[KaguyaH's solution](#)

292.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[KaguyaH's solution](#)

293.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[KaguyaH's solution](#)

294.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[KaguyaH's solution](#)

295.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[KaguyaH's solution](#)

296.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

297.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[KaguyaH's solution](#)

298.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[KaguyaH's solution](#)

299.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[KaguyaH's solution](#)

300.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[KaguyaH's solution](#)

301.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[KaguyaH's solution](#)

302.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2022-05-05 · last AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[KaguyaH's solution](#)

303.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KaguyaH's solution](#)

304.

1506G

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

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[KaguyaH's solution](#)

305.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[KaguyaH's solution](#)

306.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[KaguyaH's solution](#)

307.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[KaguyaH's solution](#)

308.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2021-12-09 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[KaguyaH's solution](#)

309.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[KaguyaH's solution](#)

310.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[KaguyaH's solution](#)

311.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[KaguyaH's solution](#)

312.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[KaguyaH's solution](#)

313.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[KaguyaH's solution](#)

314.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[KaguyaH's solution](#)

315.

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

[KaguyaH's solution](#)

316.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[KaguyaH's solution](#)

317.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[KaguyaH's solution](#)

318.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[KaguyaH's solution](#)

319.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[KaguyaH's solution](#)

320.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[KaguyaH's solution](#)

321.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[KaguyaH's solution](#)

322.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[KaguyaH's solution](#)

323.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[KaguyaH's solution](#)

324.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[KaguyaH's solution](#)

325.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[KaguyaH's solution](#)

326.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[KaguyaH's solution](#)

327.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[KaguyaH's solution](#)

328.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, strings, trees

[KaguyaH's solution](#)

329.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[KaguyaH's solution](#)

330.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[KaguyaH's solution](#)

331.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[KaguyaH's solution](#)

332.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[KaguyaH's solution](#)

333.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[KaguyaH's solution](#)

334.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-10-30 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[KaguyaH's solution](#)

335.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[KaguyaH's solution](#)

336.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[KaguyaH's solution](#)

337.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[KaguyaH's solution](#)

338.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-12-31 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[KaguyaH's solution](#)

339.

850B

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

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2021-12-23 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[KaguyaH's solution](#)

340.

851D

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

Rating: 2100 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KaguyaH's solution](#)

341.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-12-17 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[KaguyaH's solution](#)

342.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2021-12-11 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[KaguyaH's solution](#)

343.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[KaguyaH's solution](#)

344.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[KaguyaH's solution](#)

345.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

346.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[KaguyaH's solution](#)

347.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, expression parsing,

greedy, implementation, strings

[KaguyaH's solution](#)

348.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[KaguyaH's solution](#)

349.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[KaguyaH's solution](#)

350.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[KaguyaH's solution](#)

351.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[KaguyaH's solution](#)

352.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2023-05-11 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[KaguyaH's solution](#)

353.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[KaguyaH's solution](#)

354.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KaguyaH's solution](#)

355.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[KaguyaH's solution](#)

356.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[KaguyaH's solution](#)

357.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: flows

[KaguyaH's solution](#)

358.

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[KaguyaH's solution](#)

359.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[KaguyaH's solution](#)

360.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[KaguyaH's solution](#)

361.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[KaguyaH's solution](#)

362.

1407D

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

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[KaguyaH's solution](#)

363.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[KaguyaH's solution](#)

364.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[KaguyaH's solution](#)

365.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[KaguyaH's solution](#)

366.

858E

[Tests Renumeration](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2200 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KaguyaH's solution](#)

367.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[KaguyaH's solution](#)

368.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[KaguyaH's solution](#)

369.

1092D2

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

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[KaguyaH's solution](#)

370.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-12-31 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[KaguyaH's solution](#)

371.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2021-12-24 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[KaguyaH's solution](#)

372.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2021-12-23 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[KaguyaH's solution](#)

373.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[KaguyaH's solution](#)

374.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-12-16 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[KaguyaH's solution](#)

375.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[KaguyaH's solution](#)

376.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-12-05 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[KaguyaH's solution](#)

377.

453C

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

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[KaguyaH's solution](#)

378.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[KaguyaH's solution](#)

379.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: dp, implementation

[KaguyaH's solution](#)

380.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[KaguyaH's solution](#)

381.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[KaguyaH's solution](#)

382.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[KaguyaH's solution](#)

383.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[KaguyaH's solution](#)

384.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[KaguyaH's solution](#)

385.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[KaguyaH's solution](#)

386.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[KaguyaH's solution](#)

387.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[KaguyaH's solution](#)

388.

1916E

[Happy Life in University · Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[KaguyaH's solution](#)

389.

1912J

[Joy of Pokémon Observation · Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KaguyaH's solution](#)

390.

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[KaguyaH's solution](#)

391.

898F

[Restoring the Expression · Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, math

[KaguyaH's solution](#)

392.

1866I

[Imagination Castle · Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[KaguyaH's solution](#)

393.

1864F

[Exotic Queries · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[KaguyaH's solution](#)

394.

1866D

[Digital Wallet · Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[KaguyaH's solution](#)

395.

1842E

[Tenzing and Triangle · Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[KaguyaH's solution](#)

396.

1316E

[Team Building · Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[KaguyaH's solution](#)

397.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

398.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[KaguyaH's solution](#)

399.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[KaguyaH's solution](#)

400.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-11-11 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[KaguyaH's solution](#)

401.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[KaguyaH's solution](#)

402.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[KaguyaH's solution](#)

403.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[KaguyaH's solution](#)

404.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[KaguyaH's solution](#)

405.

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings, trees

[KaguyaH's solution](#)

406.

1782E

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

Quality: 2,300 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[KaguyaH's solution](#)

407.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[KaguyaH's solution](#)

408.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[KaguyaH's solution](#)

409.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[KaguyaH's solution](#)

410.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[KaguyaH's solution](#)

411.

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[KaguyaH's solution](#)

412.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[KaguyaH's solution](#)

413.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[KaguyaH's solution](#)

414.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[KaguyaH's solution](#)

415.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-10-30 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[KaguyaH's solution](#)

416.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[KaguyaH's solution](#)

417.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[KaguyaH's solution](#)

418.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[KaguyaH's solution](#)

419.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[KaguyaH's solution](#)

420.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[KaguyaH's solution](#)

421.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[KaguyaH's solution](#)

422.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[KaguyaH's solution](#)

423.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-12-31 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[KaguyaH's solution](#)

424.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[KaguyaH's solution](#)

425.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2021-12-11 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[KaguyaH's solution](#)

426.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[KaguyaH's solution](#)

427.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[KaguyaH's solution](#)

428.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[KaguyaH's solution](#)

429.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[KaguyaH's solution](#)

430.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[KaguyaH's solution](#)

431.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[KaguyaH's solution](#)

432.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[KaguyaH's solution](#)

433.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KaguyaH's solution](#)

434.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[KaguyaH's solution](#)

435.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[KaguyaH's solution](#)

436.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[KaguyaH's solution](#)

437.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[KaguyaH's solution](#)

438.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[KaguyaH's solution](#)

439.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[KaguyaH's solution](#)

440.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KaguyaH's solution](#)

441.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[KaguyaH's solution](#)

442.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[KaguyaH's solution](#)

443.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[KaguyaH's solution](#)

444.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[KaguyaH's solution](#)

445.

331C2

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KaguyaH's solution](#)

446.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[KaguyaH's solution](#)

447.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KaguyaH's solution](#)

448.

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[KaguyaH's solution](#)

449.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[KaguyaH's solution](#)

450.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[KaguyaH's solution](#)

451.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[KaguyaH's solution](#)

452.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

453.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[KaguyaH's solution](#)

454.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[KaguyaH's solution](#)

455.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[KaguyaH's solution](#)

456.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[KaguyaH's solution](#)

457.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[KaguyaH's solution](#)

458.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[KaguyaH's solution](#)

459.

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[KaguyaH's solution](#)

460.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[KaguyaH's solution](#)

461.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[KaguyaH's solution](#)

462.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[KaguyaH's solution](#)

463.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, matrices

[KaguyaH's solution](#)

464.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[KaguyaH's solution](#)

465.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[KaguyaH's solution](#)

466.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[KaguyaH's solution](#)

467.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[KaguyaH's solution](#)

468.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2021-12-17 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[KaguyaH's solution](#)

469.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[KaguyaH's solution](#)

470.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[KaguyaH's solution](#)

471.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[KaguyaH's solution](#)

472.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[KaguyaH's solution](#)

473.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[KaguyaH's solution](#)

474.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[KaguyaH's solution](#)

475.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[KaguyaH's solution](#)

476.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[KaguyaH's solution](#)

477.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[KaguyaH's solution](#)

478.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[KaguyaH's solution](#)

479.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[KaguyaH's solution](#)

480.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[KaguyaH's solution](#)

481.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[KaguyaH's solution](#)

482.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[KaguyaH's solution](#)

483.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[KaguyaH's solution](#)

484.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[KaguyaH's solution](#)

485.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-02-01 · last AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[KaguyaH's solution](#)

486.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[KaguyaH's solution](#)

487.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-01-18 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[KaguyaH's solution](#)

488.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-01-22 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[KaguyaH's solution](#)

489.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[KaguyaH's solution](#)

490.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KaguyaH's solution](#)

491.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[KaguyaH's solution](#)

492.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[KaguyaH's solution](#)

493.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[KaguyaH's solution](#)

494.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, implementation

[KaguyaH's solution](#)

495.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[KaguyaH's solution](#)

496.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[KaguyaH's solution](#)

497.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KaguyaH's solution](#)

498.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[KaguyaH's solution](#)

499.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[KaguyaH's solution](#)

500.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[KaguyaH's solution](#)

501.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[KaguyaH's solution](#)

502.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[KaguyaH's solution](#)

503.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-05-05 · last AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[KaguyaH's solution](#)

504.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[KaguyaH's solution](#)

505.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings
[KaguyaH's solution](#)

506.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[KaguyaH's solution](#)

507.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[KaguyaH's solution](#)

508.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft
[KaguyaH's solution](#)

509.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
[KaguyaH's solution](#)

510.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-12-24 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[KaguyaH's solution](#)

511.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[KaguyaH's solution](#)

512.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2021-12-18 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[KaguyaH's solution](#)

513.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[KaguyaH's solution](#)

514.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-12-09 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[KaguyaH's solution](#)

515.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[KaguyaH's solution](#)

516.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[KaguyaH's solution](#)

517.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[KaguyaH's solution](#)

518.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KaguyaH's solution](#)

519.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[KaguyaH's solution](#)

520.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[KaguyaH's solution](#)

521.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[KaguyaH's solution](#)

522.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[KaguyaH's solution](#)

523.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[KaguyaH's solution](#)

524.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[KaguyaH's solution](#)

525.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[KaguyaH's solution](#)

526.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[KaguyaH's solution](#)

527.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[KaguyaH's solution](#)

528.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[KaguyaH's solution](#)

529.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[KaguyaH's solution](#)

530.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

531.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

532.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[KaguyaH's solution](#)

533.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · last AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, dp, games

[KaguyaH's solution](#)

534.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[KaguyaH's solution](#)

535.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[KaguyaH's solution](#)

536.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[KaguyaH's solution](#)

537.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[KaguyaH's solution](#)

538.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[KaguyaH's solution](#)

539.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[KaguyaH's solution](#)

540.

1558D

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

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[KaguyaH's solution](#)

541.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[KaguyaH's solution](#)

542.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[KaguyaH's solution](#)

543.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[KaguyaH's solution](#)

544.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[KaguyaH's solution](#)

545.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[KaguyaH's solution](#)

546.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

547.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[KaguyaH's solution](#)

548.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KaguyaH's solution](#)

549.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[KaguyaH's solution](#)

550.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[KaguyaH's solution](#)

551.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[KaguyaH's solution](#)

552.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[KaguyaH's solution](#)

553.

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[KaguyaH's solution](#)

554.

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[KaguyaH's solution](#)

555.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[KaguyaH's solution](#)

556.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[KaguyaH's solution](#)

557.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[KaguyaH's solution](#)

558.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[KaguyaH's solution](#)

559.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-06 · last AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[KaguyaH's solution](#)

560.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2023-01-06 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[KaguyaH's solution](#)

561.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-01-04 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, trees

[KaguyaH's solution](#)

562.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[KaguyaH's solution](#)

563.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[KaguyaH's solution](#)

564.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[KaguyaH's solution](#)

565.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[KaguyaH's solution](#)

566.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[KaguyaH's solution](#)

567.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[KaguyaH's solution](#)

568.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[KaguyaH's solution](#)

569.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[KaguyaH's solution](#)

570.

958E3

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

Quality: 215 global accepts · Rating: 2700 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[KaguyaH's solution](#)

571.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[KaguyaH's solution](#)

572.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-12-16 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[KaguyaH's solution](#)

573.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[KaguyaH's solution](#)

574.

2127F

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

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[KaguyaH's solution](#)

575.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2022-04-25 · last AC: 2025-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[KaguyaH's solution](#)

576.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[KaguyaH's solution](#)

577.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[KaguyaH's solution](#)

578.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
[KaguyaH's solution](#)

579.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[KaguyaH's solution](#)

580.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[KaguyaH's solution](#)

581.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp
[KaguyaH's solution](#)

582.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[KaguyaH's solution](#)

583.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[KaguyaH's solution](#)

584.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[KaguyaH's solution](#)

585.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[KaguyaH's solution](#)

586.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[KaguyaH's solution](#)

587.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[KaguyaH's solution](#)

588.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-30 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[KaguyaH's solution](#)

589.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[KaguyaH's solution](#)

590.

819E

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

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[KaguyaH's solution](#)

591.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[KaguyaH's solution](#)

592.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-10-31 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[KaguyaH's solution](#)

593.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[KaguyaH's solution](#)

594.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[KaguyaH's solution](#)

595.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[KaguyaH's solution](#)

596.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[KaguyaH's solution](#)

597.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-12-24 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[KaguyaH's solution](#)

598.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-12-23 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[KaguyaH's solution](#)

599.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2021-12-23 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[KaguyaH's solution](#)

600.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[KaguyaH's solution](#)

601.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[KaguyaH's solution](#)

602.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[KaguyaH's solution](#)

603.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

604.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[KaguyaH's solution](#)

605.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[KaguyaH's solution](#)

606.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[KaguyaH's solution](#)

607.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[KaguyaH's solution](#)

608.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2023-02-04 · last AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[KaguyaH's solution](#)

609.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[KaguyaH's solution](#)

610.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[KaguyaH's solution](#)

611.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KaguyaH's solution](#)

612.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-26 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[KaguyaH's solution](#)

613.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-06-17 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[KaguyaH's solution](#)

614.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-12-11 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[KaguyaH's solution](#)

615.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2021-12-05 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[KaguyaH's solution](#)

616.

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[KaguyaH's solution](#)

617.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[KaguyaH's solution](#)

618.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[KaguyaH's solution](#)

619.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[KaguyaH's solution](#)

620.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[KaguyaH's solution](#)

621.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[KaguyaH's solution](#)

622.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[KaguyaH's solution](#)

623.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KaguyaH's solution](#)

624.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[KaguyaH's solution](#)

625.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KaguyaH's solution](#)

626.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[KaguyaH's solution](#)

627.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[KaguyaH's solution](#)

628.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees

[KaguyaH's solution](#)

629.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[KaguyaH's solution](#)

630.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-01-17 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[KaguyaH's solution](#)

631.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-12-02 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[KaguyaH's solution](#)

632.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[KaguyaH's solution](#)

633.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-06-17 · last AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[KaguyaH's solution](#)

634.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2022-05-05 · last AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[KaguyaH's solution](#)

635.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[KaguyaH's solution](#)

636.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[KaguyaH's solution](#)

637.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[KaguyaH's solution](#)

638.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[KaguyaH's solution](#)

639.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[KaguyaH's solution](#)

640.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[KaguyaH's solution](#)

641.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3000 · first AC: 2021-12-17 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory, two pointers

[KaguyaH's solution](#)

642.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2021-12-12 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[KaguyaH's solution](#)

643.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[KaguyaH's solution](#)

644.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[KaguyaH's solution](#)

645.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy

[KaguyaH's solution](#)

646.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-23 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[KaguyaH's solution](#)

647.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[KaguyaH's solution](#)

648.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[KaguyaH's solution](#)

649.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[KaguyaH's solution](#)

650.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[KaguyaH's solution](#)

651.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[KaguyaH's solution](#)

652.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks,

combinatorics, dp, math, number theory

[KaguyaH's solution](#)

653.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-21 · last AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[KaguyaH's solution](#)

654.

963E

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

Quality: 651 global accepts · Rating: 3100 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[KaguyaH's solution](#)

655.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[KaguyaH's solution](#)

656.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[KaguyaH's solution](#)

657.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

658.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[KaguyaH's solution](#)

659.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[KaguyaH's solution](#)

660.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[KaguyaH's solution](#)

661.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[KaguyaH's solution](#)

662.

780H

[Intranet of Buses](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

geometry, implementation, two pointers

[KaguyaH's solution](#)

663.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

664.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[KaguyaH's solution](#)

665.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[KaguyaH's solution](#)

666.

792F

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

Quality: 235 global accepts · Rating: 3100 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[KaguyaH's solution](#)

667.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

668.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-05-30 · last AC: 2024-04-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[KaguyaH's solution](#)

669.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[KaguyaH's solution](#)

670.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-02 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[KaguyaH's solution](#)

671.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[KaguyaH's solution](#)

672.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[KaguyaH's solution](#)

673.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[KaguyaH's solution](#)

674.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-31 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[KaguyaH's solution](#)

675.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[KaguyaH's solution](#)

676.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[KaguyaH's solution](#)

677.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[KaguyaH's solution](#)

678.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-02-02 · last AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[KaguyaH's solution](#)

679.

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2023-02-01 · last AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

680.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[KaguyaH's solution](#)

681.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[KaguyaH's solution](#)

682.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KaguyaH's solution](#)

683.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[KaguyaH's solution](#)

684.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[KaguyaH's solution](#)

685.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[KaguyaH's solution](#)

686.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[KaguyaH's solution](#)

687.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-04-09 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[KaguyaH's solution](#)

688.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees

[KaguyaH's solution](#)

689.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[KaguyaH's solution](#)

690.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[KaguyaH's solution](#)

691.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KaguyaH's solution](#)

692.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

data structures, dp, geometry

[KaguyaH's solution](#)

693.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-12-02 · last AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[KaguyaH's solution](#)

694.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-07 · last AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

695.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KaguyaH's solution](#)

696.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[KaguyaH's solution](#)

697.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, probabilities

[KaguyaH's solution](#)

698.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[KaguyaH's solution](#)

699.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-03-09 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

700.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[KaguyaH's solution](#)

701.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2022-07-24 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, trees

[KaguyaH's solution](#)

702.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-23 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

703.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[KaguyaH's solution](#)

704.

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math

[KaguyaH's solution](#)

705.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[KaguyaH's solution](#)

706.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-12-04 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KaguyaH's solution](#)

707.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-08-29 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[KaguyaH's solution](#)

708.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[KaguyaH's solution](#)

709.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[KaguyaH's solution](#)

710.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[KaguyaH's solution](#)

711.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[KaguyaH's solution](#)

712.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[KaguyaH's solution](#)

713.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[KaguyaH's solution](#)

714.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2021-12-25 · last AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[KaguyaH's solution](#)

715.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[KaguyaH's solution](#)

716.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dsu, games

[KaguyaH's solution](#)

717.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-07-07 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: games

[KaguyaH's solution](#)

718.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[KaguyaH's solution](#)

719.

1876F

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

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-25 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[KaguyaH's solution](#)

720.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[KaguyaH's solution](#)

721.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[KaguyaH's solution](#)

722.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

723.

1774H

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

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

724.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[KaguyaH's solution](#)

725.

1761F2

[Anti-median \(Hard Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2022-11-24 · last AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KaguyaH's solution](#)

726.

1750H

[BinaryStringForces](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp

[KaguyaH's solution](#)

727.

1687E

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

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[KaguyaH's solution](#)

728.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[KaguyaH's solution](#)

729.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[KaguyaH's solution](#)

730.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[KaguyaH's solution](#)

731.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KaguyaH's solution](#)

732.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[KaguyaH's solution](#)

733.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[KaguyaH's solution](#)

734.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[KaguyaH's solution](#)

735.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[KaguyaH's solution](#)

736.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[KaguyaH's solution](#)

737.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KaguyaH's solution](#)

738.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[KaguyaH's solution](#)

739.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[KaguyaH's solution](#)

740.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[KaguyaH's solution](#)

741.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[KaguyaH's solution](#)

742.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[KaguyaH's solution](#)

743.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[KaguyaH's solution](#)

744.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[KaguyaH's solution](#)

745.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[KaguyaH's solution](#)

746.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[KaguyaH's solution](#)

747.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

748.

104023M

[String Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

749.

104197L

[Least Annoying Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

750.

104197G

[Graph Problem With Small \\$\\$\\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

751.

104128L

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

Rating: — · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

752.

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

753.

102769D

[Defend City](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

754.

391C3

[The Tournament](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KaguyaH's solution](#)

755.

391C2

[The Tournament](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: — · first AC: 2023-01-26 · last AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[KaguyaH's solution](#)

756.

391C1

[The Tournament](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: — · first AC: 2023-01-25 · last AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[KaguyaH's solution](#)

757.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

758.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

759.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

760.

103470B

[Puzzle in Inazuma](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

761.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[KaguyaH's solution](#)

762.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

763.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[KaguyaH's solution](#)

764.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[KaguyaH's solution](#)

765.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[KaguyaH's solution](#)

766.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[KaguyaH's solution](#)

767.

101142I

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

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[KaguyaH's solution](#)

768.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2022-07-18 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dp, trees
[KaguyaH's solution](#)

769.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[KaguyaH's solution](#)

770.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[KaguyaH's solution](#)

771.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[KaguyaH's solution](#)

772.

101190I

[Indiana Jones and the Uniform Cave](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[KaguyaH's solution](#)

773.

100243F

[Locally Linked Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[KaguyaH's solution](#)

774.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[KaguyaH's solution](#)

775.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[KaguyaH's solution](#)