

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

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# Unique solved — Kasane Teto

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

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

Filters: none

Count: 819

1.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)  
[Kasane\\_Teto's solution](#)

2.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [dfs and similar](#), [dp](#), [flows](#), [graph matchings](#), [graphs](#), [greedy](#), [implementation](#)  
[Kasane\\_Teto's solution](#)

3.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: [combinatorics](#), [math](#), [number theory](#)  
[Kasane\\_Teto's solution](#)

4.

2183A

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

Quality: 23,663 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: [games](#)  
[Kasane\\_Teto's solution](#)

5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)  
[Kasane\\_Teto's solution](#)

6.

2157A

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

Quality: 16,487 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)  
[Kasane\\_Teto's solution](#)

7.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,022 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)  
[Kasane\\_Teto's solution](#)

8.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [strings](#)  
[Kasane\\_Teto's solution](#)

9.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,689 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)  
[Kasane\\_Teto's solution](#)

**10.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Kasane\\_Teto's solution](#)

**11.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Kasane\\_Teto's solution](#)

**12.**

1991A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kasane\\_Teto's solution](#)

**13.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kasane\\_Teto's solution](#)

**14.**

1975A

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

Quality: 20,711 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Kasane\\_Teto's solution](#)

**15.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**16.**

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Kasane\\_Teto's solution](#)

**17.**

1916A

[2023](#) · [Tutorial](#)

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

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**18.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,293 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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**19.**

1864A

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

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**20.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,315 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

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**21.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,388 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kasane\\_Teto's solution](#)

**22.**

1855A

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

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

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**23.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,641 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**24.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

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**25.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**26.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,955 global accepts · Rating: 800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Kasane\\_Teto's solution](#)

**27.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

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**28.**

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Kasane\\_Teto's solution](#)

**29.**

1760A

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Quality: 79,920 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Kasane\\_Teto's solution](#)

**30.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kasane\\_Teto's solution](#)

**31.**

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kasane\\_Teto's solution](#)

**32.**

1744A

[Number Replacement](#) · [Tutorial](#)

Quality: 28,776 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kasane\\_Teto's solution](#)

**33.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Kasane\\_Teto's solution](#)

**34.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

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**35.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kasane\\_Teto's solution](#)

**36.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[Kasane\\_Teto's solution](#)

**37.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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**38.**

1855B

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Quality: 44,910 global accepts · Rating: 900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Kasane\\_Teto's solution](#)

**39.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kasane\\_Teto's solution](#)

**40.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,160 global accepts · Rating: 1000 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kasane\\_Teto's solution](#)

**41.**

2039B

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Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Kasane\\_Teto's solution](#)

**42.**

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[Kasane\\_Teto's solution](#)

**43.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

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**44.**

1916B

[Two Divisors](#) · [Tutorial](#)

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

[Kasane\\_Teto's solution](#)

**45.**

1858C

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

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

[Kasane\\_Teto's solution](#)

**46.**

1859B

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

Quality: 43,892 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kasane\\_Teto's solution](#)

**47.**

1834B

[Maximum Strength](#) · [Tutorial](#)

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

[Kasane\\_Teto's solution](#)

**48.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kasane\\_Teto's solution](#)

**49.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kasane\\_Teto's solution](#)

**50.**

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Kasane\\_Teto's solution](#)

**51.**

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Kasane\\_Teto's solution](#)

**52.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,084 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Kasane\\_Teto's solution](#)

**53.**

1575A

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

Quality: 5,181 global accepts · Rating: 1100 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

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**54.**

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**55.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,993 global accepts · Rating: 1100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, implementation, math

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**56.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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**57.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kasane\\_Teto's solution](#)

**58.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**59.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kasane\\_Teto's solution](#)

**60.**

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kasane\\_Teto's solution](#)

**61.**

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,356 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math, probabilities

[Kasane\\_Teto's solution](#)

**62.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,280 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Kasane\\_Teto's solution](#)

**63.**

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Kasane\\_Teto's solution](#)

**64.**

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Kasane\\_Teto's solution](#)

**65.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Kasane\\_Teto's solution](#)

**66.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Kasane\\_Teto's solution](#)

**67.**

2174A

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

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Kasane\\_Teto's solution](#)

**68.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kasane\\_Teto's solution](#)

**69.**

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Kasane\\_Teto's solution](#)

**70.**

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

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**71.**

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Kasane\\_Teto's solution](#)

**72.**

1916C

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

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

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**73.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

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**74.**

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Kasane\\_Teto's solution](#)

**75.**

1834C

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

Quality: 15,038 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[Kasane\\_Teto's solution](#)

**76.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Kasane\\_Teto's solution](#)

**77.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Kasane\\_Teto's solution](#)

**78.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**79.**

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**80.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**81.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**82.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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**83.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Kasane\\_Teto's solution](#)

**84.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

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**85.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kasane\\_Teto's solution](#)

**86.**

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Kasane\\_Teto's solution](#)

**87.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kasane\\_Teto's solution](#)

**88.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Kasane\\_Teto's solution](#)

**89.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

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**90.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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**91.**

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[Kasane\\_Teto's solution](#)

**92.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kasane\\_Teto's solution](#)

**93.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kasane\\_Teto's solution](#)

**94.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Kasane\\_Teto's solution](#)

**95.**

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kasane\\_Teto's solution](#)

**96.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Kasane\\_Teto's solution](#)

**97.**

1858B

[The Walkway](#) · [Tutorial](#)

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

[Kasane\\_Teto's solution](#)

**98.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,783 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Kasane\\_Teto's solution](#)

**99.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,649 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Kasane\\_Teto's solution](#)

**100.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,452 global accepts · Rating: 1500 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Kasane\\_Teto's solution](#)

**101.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Kasane\\_Teto's solution](#)

**102.**

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Kasane\\_Teto's solution](#)

**103.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[Kasane\\_Teto's solution](#)

**104.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Kasane\\_Teto's solution](#)

**105.**

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kasane\\_Teto's solution](#)

**106.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,080 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Kasane\\_Teto's solution](#)

**107.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kasane\\_Teto's solution](#)

**108.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Kasane\\_Teto's solution](#)

**109.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kasane\\_Teto's solution](#)

**110.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**111.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Kasane\\_Teto's solution](#)

**112.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Kasane\\_Teto's solution](#)

**113.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Kasane\\_Teto's solution](#)

**114.**

1916D

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

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

[Kasane\\_Teto's solution](#)

**115.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Kasane\\_Teto's solution](#)

**116.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Kasane\\_Teto's solution](#)

**117.**

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**118.**

2187B

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

Quality: 5,284 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Kasane\\_Teto's solution](#)

**119.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Kasane\\_Teto's solution](#)

**120.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Kasane\\_Teto's solution](#)

**121.**

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kasane\\_Teto's solution](#)

**122.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Kasane\\_Teto's solution](#)

**123.**

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Kasane\\_Teto's solution](#)

**124.**

478C

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

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kasane\\_Teto's solution](#)

**125.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,995 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Kasane\\_Teto's solution](#)

**126.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,906 global accepts · Rating: 1800 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[Kasane\\_Teto's solution](#)

**127.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Kasane\\_Teto's solution](#)

**128.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Kasane\\_Teto's solution](#)

**129.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Kasane\\_Teto's solution](#)

**130.**

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[Kasane\\_Teto's solution](#)

**131.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**132.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Kasane\\_Teto's solution](#)

**133.**

1747D

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

Quality: 5,559 global accepts · Rating: 1900 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Kasane\\_Teto's solution](#)

**134.**

149D

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

Quality: 4,610 global accepts · Rating: 1900 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**135.**

1656D

[K-good](#) · [Tutorial](#)

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

[Kasane\\_Teto's solution](#)

**136.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**137.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Kasane\\_Teto's solution](#)

**138.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Kasane\\_Teto's solution](#)

**139.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Kasane\\_Teto's solution](#)

**140.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Kasane\\_Teto's solution](#)

**141.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,373 global accepts · Rating: 1900 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

- dp  
[Kasane\\_Teto's solution](#)
- 142.**  
1545B  
[AquaMoon and Chess](#) · [Tutorial](#)  
Quality: 6,762 global accepts · Rating: 1900 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[Kasane\\_Teto's solution](#)
- 143.**  
1216E1  
[Numerical Sequence \(easy version\)](#) · [Tutorial](#)  
Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math  
[Kasane\\_Teto's solution](#)
- 144.**  
2201C  
[Rigged Bracket Sequence](#) · [Tutorial](#)  
Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy  
[Kasane\\_Teto's solution](#)
- 145.**  
730I  
[Olympiad in Programming and Sports](#) · [Tutorial](#)  
Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2026-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy  
[Kasane\\_Teto's solution](#)
- 146.**  
2178E  
[Flatten or Concatenate](#) · [Tutorial](#)  
Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive  
[Kasane\\_Teto's solution](#)
- 147.**  
1632D  
[New Year Concert](#) · [Tutorial](#)  
Quality: 5,332 global accepts · Rating: 2000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers  
[Kasane\\_Teto's solution](#)
- 148.**  
2045B  
[ICPC Square](#) · [Tutorial](#)  
Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Kasane\\_Teto's solution](#)
- 149.**  
958A2  
[Death Stars \(medium\)](#) · [Tutorial](#)  
Quality: 1,058 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings  
[Kasane\\_Teto's solution](#)
- 150.**  
1558C  
[Bottom-Tier Reversals](#) · [Tutorial](#)  
Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Kasane\\_Teto's solution](#)
- 151.**  
1994E  
[Wooden Game](#) · [Tutorial](#)  
Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, trees  
[Kasane\\_Teto's solution](#)

**152.**

432D

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

Quality: 11,986 global accepts · Rating: 2000 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Kasane\\_Teto's solution](#)

**153.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 2000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Kasane\\_Teto's solution](#)

**154.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Kasane\\_Teto's solution](#)

**155.**

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2023-04-13 · last AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**156.**

2183E

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

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Kasane\\_Teto's solution](#)

**157.**

2183D2

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

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Kasane\\_Teto's solution](#)

**158.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Kasane\\_Teto's solution](#)

**159.**

665E

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

Quality: 4,423 global accepts · Rating: 2100 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Kasane\\_Teto's solution](#)

**160.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kasane\\_Teto's solution](#)

**161.**

763B

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

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[Kasane\\_Teto's solution](#)

**162.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**163.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Kasane\\_Teto's solution](#)

**164.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Kasane\\_Teto's solution](#)

**165.**

1930D2

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

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

[Kasane\\_Teto's solution](#)

**166.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Kasane\\_Teto's solution](#)

**167.**

920E

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

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Kasane\\_Teto's solution](#)

**168.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Kasane\\_Teto's solution](#)

**169.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2100 · first AC: 2022-12-18 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Kasane\\_Teto's solution](#)

**170.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kasane\\_Teto's solution](#)

**171.**

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**172.**

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees  
[Kasane\\_Teto's solution](#)

**173.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy  
[Kasane\\_Teto's solution](#)

**174.**

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Kasane\\_Teto's solution](#)

**175.**

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees  
[Kasane\\_Teto's solution](#)

**176.**

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities  
[Kasane\\_Teto's solution](#)

**177.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths  
[Kasane\\_Teto's solution](#)

**178.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings  
[Kasane\\_Teto's solution](#)

**179.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[Kasane\\_Teto's solution](#)

**180.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math  
[Kasane\\_Teto's solution](#)

**181.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings  
[Kasane\\_Teto's solution](#)

**182.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**183.**

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Kasane\\_Teto's solution](#)

**184.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[Kasane\\_Teto's solution](#)

**185.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Kasane\\_Teto's solution](#)

**186.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**187.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Kasane\\_Teto's solution](#)

**188.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Kasane\\_Teto's solution](#)

**189.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Kasane\\_Teto's solution](#)

**190.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**191.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Kasane\\_Teto's solution](#)

**192.**

1216E2

[Numerical Sequence \(hard version\) · Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Kasane\\_Teto's solution](#)

**193.**

2187C

[Jerry and Tom · Tutorial](#)

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

[Kasane\\_Teto's solution](#)

**194.**

2190C

[Comparable Permutations · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Kasane\\_Teto's solution](#)

**195.**

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2025-06-05 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Kasane\\_Teto's solution](#)

**196.**

1270E

[Divide Points · Tutorial](#)

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

[Kasane\\_Teto's solution](#)

**197.**

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Kasane\\_Teto's solution](#)

**198.**

1938G

[Personality Test · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**199.**

802G3

[Fake News \(hard\) · Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Kasane\\_Teto's solution](#)

**200.**

1942E

[Farm Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, games

[Kasane\\_Teto's solution](#)

**201.**

1468M

[Similar Sets · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[Kasane\\_Teto's solution](#)

**202.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Kasane\\_Teto's solution](#)

**203.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**204.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[Kasane\\_Teto's solution](#)

**205.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Kasane\\_Teto's solution](#)

**206.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Kasane\\_Teto's solution](#)

**207.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Kasane\\_Teto's solution](#)

**208.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Kasane\\_Teto's solution](#)

**209.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**210.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 2300 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Kasane\\_Teto's solution](#)

**211.**

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Kasane\\_Teto's solution](#)

**212.**

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Kasane\\_Teto's solution](#)

**213.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Kasane\\_Teto's solution](#)

**214.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,399 global accepts · Rating: 2300 · first AC: 2022-12-18 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Kasane\\_Teto's solution](#)

**215.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Kasane\\_Teto's solution](#)

**216.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**217.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Kasane\\_Teto's solution](#)

**218.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Kasane\\_Teto's solution](#)

**219.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**220.**

2174C1

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

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Kasane\\_Teto's solution](#)

**221.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Kasane\\_Teto's solution](#)

**222.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Kasane\\_Teto's solution](#)

**223.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Kasane\\_Teto's solution](#)

**224.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: hashing, trees

[Kasane\\_Teto's solution](#)

**225.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Kasane\\_Teto's solution](#)

**226.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**227.**

835E

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

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

[Kasane\\_Teto's solution](#)

**228.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Kasane\\_Teto's solution](#)

**229.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Kasane\\_Teto's solution](#)

**230.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Kasane\\_Teto's solution](#)

**231.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Kasane\\_Teto's solution](#)

**232.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Kasane\\_Teto's solution](#)

**233.**

710F

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

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**234.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**235.**

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kasane\\_Teto's solution](#)

**236.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Kasane\\_Teto's solution](#)

**237.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**238.**

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kasane\\_Teto's solution](#)

**239.**

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**240.**

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, graphs

[Kasane\\_Teto's solution](#)

**241.**

1930E

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

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**242.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[Kasane\\_Teto's solution](#)

**243.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Kasane\\_Teto's solution](#)

**244.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2024-02-04 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[Kasane\\_Teto's solution](#)

**245.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Kasane\\_Teto's solution](#)

**246.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Kasane\\_Teto's solution](#)

**247.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[Kasane\\_Teto's solution](#)

**248.**

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Kasane\\_Teto's solution](#)

**249.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[Kasane\\_Teto's solution](#)

**250.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees

[Kasane\\_Teto's solution](#)

**251.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Kasane\\_Teto's solution](#)

**252.**

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Kasane\\_Teto's solution](#)

**253.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics,

probabilities

[Kasane\\_Teto's solution](#)

**254.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2023-09-11 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Kasane\\_Teto's solution](#)

**255.**

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**256.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Kasane\\_Teto's solution](#)

**257.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kasane\\_Teto's solution](#)

**258.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**259.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,672 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Kasane\\_Teto's solution](#)

**260.**

1582F2

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

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2023-08-07 · last AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Kasane\\_Teto's solution](#)

**261.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-08-09 · last AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Kasane\\_Teto's solution](#)

**262.**

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Kasane\\_Teto's solution](#)

**263.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Kasane\\_Teto's solution](#)

**264.**

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Kasane\\_Teto's solution](#)

**265.**

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Kasane\\_Teto's solution](#)

**266.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[Kasane\\_Teto's solution](#)

**267.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Kasane\\_Teto's solution](#)

**268.**

5E

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

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**269.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**270.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Kasane\\_Teto's solution](#)

**271.**

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, sortings

[Kasane\\_Teto's solution](#)

**272.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Kasane\\_Teto's solution](#)

**273.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy, trees

[Kasane\\_Teto's solution](#)

**274.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**275.**

780F

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

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[Kasane\\_Teto's solution](#)

**276.**

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Kasane\\_Teto's solution](#)

**277.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Kasane\\_Teto's solution](#)

**278.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Kasane\\_Teto's solution](#)

**279.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[Kasane\\_Teto's solution](#)

**280.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Kasane\\_Teto's solution](#)

**281.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**282.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Kasane\\_Teto's solution](#)

**283.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

hashing

[Kasane\\_Teto's solution](#)

**284.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**285.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Kasane\\_Teto's solution](#)

**286.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Kasane\\_Teto's solution](#)

**287.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Kasane\\_Teto's solution](#)

**288.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kasane\\_Teto's solution](#)

**289.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Kasane\\_Teto's solution](#)

**290.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Kasane\\_Teto's solution](#)

**291.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Kasane\\_Teto's solution](#)

**292.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Kasane\\_Teto's solution](#)

**293.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Kasane\\_Teto's solution](#)

**294.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Kasane\\_Teto's solution](#)

**295.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**296.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Kasane\\_Teto's solution](#)

**297.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kasane\\_Teto's solution](#)

**298.**

2174C2

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Kasane\\_Teto's solution](#)

**299.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Kasane\\_Teto's solution](#)

**300.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Kasane\\_Teto's solution](#)

**301.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Kasane\\_Teto's solution](#)

**302.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**303.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[Kasane\\_Teto's solution](#)

**304.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Kasane\\_Teto's solution](#)

**305.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**306.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Kasane\\_Teto's solution](#)

**307.**

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Kasane\\_Teto's solution](#)

**308.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Kasane\\_Teto's solution](#)

**309.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Kasane\\_Teto's solution](#)

**310.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Kasane\\_Teto's solution](#)

**311.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Kasane\\_Teto's solution](#)

**312.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Kasane\\_Teto's solution](#)

**313.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[Kasane\\_Teto's solution](#)

**314.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Kasane\\_Teto's solution](#)

**315.**

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Kasane\\_Teto's solution](#)

**316.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings

[Kasane\\_Teto's solution](#)

**317.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft

[Kasane\\_Teto's solution](#)

**318.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Kasane\\_Teto's solution](#)

**319.**

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Kasane\\_Teto's solution](#)

**320.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Kasane\\_Teto's solution](#)

**321.**

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Kasane\\_Teto's solution](#)

**322.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-09-06 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Kasane\\_Teto's solution](#)

**323.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kasane\\_Teto's solution](#)

**324.**

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**325.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**326.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Kasane\\_Teto's solution](#)

**327.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Kasane\\_Teto's solution](#)

**328.**

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**329.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Kasane\\_Teto's solution](#)

**330.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Kasane\\_Teto's solution](#)

**331.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2500 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**332.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Kasane\\_Teto's solution](#)

**333.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Kasane\\_Teto's solution](#)

**334.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[Kasane\\_Teto's solution](#)

**335.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Kasane\\_Teto's solution](#)

**336.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Kasane\\_Teto's solution](#)

**337.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Kasane\\_Teto's solution](#)

**338.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Kasane\\_Teto's solution](#)

**339.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Kasane\\_Teto's solution](#)

**340.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Kasane\\_Teto's solution](#)

**341.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Kasane\\_Teto's solution](#)

**342.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Kasane\\_Teto's solution](#)

**343.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Kasane\\_Teto's solution](#)

**344.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Kasane\\_Teto's solution](#)

**345.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Kasane\\_Teto's solution](#)

**346.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Kasane\\_Teto's solution](#)

**347.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Kasane\\_Teto's solution](#)

**348.**

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Kasane\\_Teto's solution](#)

**349.**

1425B

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

Quality: 345 global accepts · Rating: 2600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Kasane\\_Teto's solution](#)

**350.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kasane\\_Teto's solution](#)

**351.**

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Kasane\\_Teto's solution](#)

**352.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Kasane\\_Teto's solution](#)

**353.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Kasane\\_Teto's solution](#)

**354.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Kasane\\_Teto's solution](#)

**355.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Kasane\\_Teto's solution](#)

**356.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Kasane\\_Teto's solution](#)

**357.**

1580B

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

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Kasane\\_Teto's solution](#)

**358.**

1680F

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

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Kasane\\_Teto's solution](#)

**359.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kasane\\_Teto's solution](#)

**360.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[Kasane\\_Teto's solution](#)

**361.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Kasane\\_Teto's solution](#)

**362.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[Kasane\\_Teto's solution](#)

**363.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-08-02 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Kasane\\_Teto's solution](#)

**364.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Kasane\\_Teto's solution](#)

**365.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kasane\\_Teto's solution](#)

**366.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-07-13 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Kasane\\_Teto's solution](#)

**367.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Kasane\\_Teto's solution](#)

**368.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Kasane\\_Teto's solution](#)

**369.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**370.**

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**371.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Kasane\\_Teto's solution](#)

**372.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Kasane\\_Teto's solution](#)

**373.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Kasane\\_Teto's solution](#)

**374.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Kasane\\_Teto's solution](#)

**375.**

622F

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

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kasane\\_Teto's solution](#)

**376.**

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Kasane\\_Teto's solution](#)

**377.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Kasane\\_Teto's solution](#)

**378.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, greedy

[Kasane\\_Teto's solution](#)

**379.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kasane\\_Teto's solution](#)

**380.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**381.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[Kasane\\_Teto's solution](#)

**382.**

958F3

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

Quality: 921 global accepts · Rating: 2600 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: fft

[Kasane\\_Teto's solution](#)

**383.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Kasane\\_Teto's solution](#)

**384.**

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Kasane\\_Teto's solution](#)

**385.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Kasane\\_Teto's solution](#)

**386.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Kasane\\_Teto's solution](#)

**387.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Kasane\\_Teto's solution](#)

**388.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Kasane\\_Teto's solution](#)

**389.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Kasane\\_Teto's solution](#)

**390.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Kasane\\_Teto's solution](#)

**391.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Kasane\\_Teto's solution](#)

**392.**

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Kasane\\_Teto's solution](#)

**393.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Kasane\\_Teto's solution](#)

**394.**

1430F

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Kasane\\_Teto's solution](#)

**395.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Kasane\\_Teto's solution](#)

**396.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Kasane\\_Teto's solution](#)

**397.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Kasane\\_Teto's solution](#)

**398.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Kasane\\_Teto's solution](#)

**399.**

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Kasane\\_Teto's solution](#)

**400.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Kasane\\_Teto's solution](#)

**401.**

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Kasane\\_Teto's solution](#)

**402.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[Kasane\\_Teto's solution](#)

**403.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Kasane\\_Teto's solution](#)

**404.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[Kasane\\_Teto's solution](#)

**405.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kasane\\_Teto's solution](#)

**406.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Kasane\\_Teto's solution](#)

**407.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Kasane\\_Teto's solution](#)

**408.**

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Kasane\\_Teto's solution](#)

**409.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Kasane\\_Teto's solution](#)

**410.**

1271F

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

Quality: 260 global accepts · Rating: 2700 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Kasane\\_Teto's solution](#)

**411.**

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**412.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Kasane\\_Teto's solution](#)

**413.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, math, matrices

[Kasane\\_Teto's solution](#)

**414.**

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[Kasane\\_Teto's solution](#)

#### 415.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Kasane\\_Teto's solution](#)

#### 416.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[Kasane\\_Teto's solution](#)

#### 417.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Kasane\\_Teto's solution](#)

#### 418.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Kasane\\_Teto's solution](#)

#### 419.

1866E

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

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

#### 420.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Kasane\\_Teto's solution](#)

#### 421.

1131G

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

Quality: 540 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, two pointers

[Kasane\\_Teto's solution](#)

#### 422.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-08-12 · last AC: 2025-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Kasane\\_Teto's solution](#)

#### 423.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[Kasane\\_Teto's solution](#)

#### 424.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Kasane\\_Teto's solution](#)

**425.**

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Kasane\\_Teto's solution](#)

**426.**

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**427.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Kasane\\_Teto's solution](#)

**428.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Kasane\\_Teto's solution](#)

**429.**

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**430.**

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[Kasane\\_Teto's solution](#)

**431.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Kasane\\_Teto's solution](#)

**432.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Kasane\\_Teto's solution](#)

**433.**

1789F

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

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

[Kasane\\_Teto's solution](#)

**434.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kasane\\_Teto's solution](#)

**435.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, implementation

[Kasane\\_Teto's solution](#)

**436.**

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs

[Kasane\\_Teto's solution](#)

**437.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

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

[Kasane\\_Teto's solution](#)

**438.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kasane\\_Teto's solution](#)

**439.**

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[Kasane\\_Teto's solution](#)

**440.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**441.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Kasane\\_Teto's solution](#)

**442.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Kasane\\_Teto's solution](#)

**443.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**444.**

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Kasane\\_Teto's solution](#)

**445.**

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Kasane\\_Teto's solution](#)

**446.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Kasane\\_Teto's solution](#)

**447.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Kasane\\_Teto's solution](#)

**448.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Kasane\\_Teto's solution](#)

**449.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kasane\\_Teto's solution](#)

**450.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Kasane\\_Teto's solution](#)

**451.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[Kasane\\_Teto's solution](#)

**452.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Kasane\\_Teto's solution](#)

**453.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Kasane\\_Teto's solution](#)

**454.**

1774F2

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

Quality: 865 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kasane\\_Teto's solution](#)

**455.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[Kasane\\_Teto's solution](#)

**456.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**457.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**458.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Kasane\\_Teto's solution](#)

**459.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Kasane\\_Teto's solution](#)

**460.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Kasane\\_Teto's solution](#)

**461.**

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[Kasane\\_Teto's solution](#)

**462.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Kasane\\_Teto's solution](#)

**463.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat

[Kasane\\_Teto's solution](#)

**464.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Kasane\\_Teto's solution](#)

**465.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Kasane\\_Teto's solution](#)

**466.**

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Kasane\\_Teto's solution](#)

**467.**

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Kasane\\_Teto's solution](#)

**468.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Kasane\\_Teto's solution](#)

**469.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Kasane\\_Teto's solution](#)

**470.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Kasane\\_Teto's solution](#)

**471.**

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Kasane\\_Teto's solution](#)

**472.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu

[Kasane\\_Teto's solution](#)

**473.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[Kasane\\_Teto's solution](#)

**474.**

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-07-23 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**475.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Kasane\\_Teto's solution](#)

**476.**

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Kasane\\_Teto's solution](#)

**477.**

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[Kasane\\_Teto's solution](#)

**478.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[Kasane\\_Teto's solution](#)

**479.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Kasane\\_Teto's solution](#)

**480.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**481.**

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Kasane\\_Teto's solution](#)

**482.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kasane\\_Teto's solution](#)

**483.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Kasane\\_Teto's solution](#)

**484.**

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Kasane\\_Teto's solution](#)

**485.**

1491G

[Switch and Flip](#) · Tutorial

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Kasane\\_Teto's solution](#)

**486.**

1477D

[Nezzar and Hidden Permutations](#) · Tutorial

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kasane\\_Teto's solution](#)

**487.**

1684G

[Euclid Guess](#) · Tutorial

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Kasane\\_Teto's solution](#)

**488.**

1685D1

[Permutation Weight \(Easy Version\)](#) · Tutorial

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Kasane\\_Teto's solution](#)

**489.**

1383D

[Rearrange](#) · Tutorial

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Kasane\\_Teto's solution](#)

**490.**

1379E

[Inverse Genealogy](#) · Tutorial

Quality: 473 global accepts · Rating: 2800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Kasane\\_Teto's solution](#)

**491.**

1267D

[DevOps Best Practices](#) · Tutorial

Quality: 261 global accepts · Rating: 2800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kasane\\_Teto's solution](#)

**492.**

1214H

[Tiles Placement](#) · Tutorial

Quality: 461 global accepts · Rating: 2800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Kasane\\_Teto's solution](#)

**493.**

1365G

[Secure Password](#) · Tutorial

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Kasane\\_Teto's solution](#)

**494.**

1633F

[Perfect Matching](#) · Tutorial

Quality: 370 global accepts · Rating: 2800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[Kasane\\_Teto's solution](#)

**495.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Kasane\\_Teto's solution](#)

**496.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Kasane\\_Teto's solution](#)

**497.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kasane\\_Teto's solution](#)

**498.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings, trees

[Kasane\\_Teto's solution](#)

**499.**

1615F

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

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

[Kasane\\_Teto's solution](#)

**500.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**501.**

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

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**502.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**503.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Kasane\\_Teto's solution](#)

**504.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**505.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kasane\\_Teto's solution](#)

**506.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Kasane\\_Teto's solution](#)

**507.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Kasane\\_Teto's solution](#)

**508.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Kasane\\_Teto's solution](#)

**509.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kasane\\_Teto's solution](#)

**510.**

1783G

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

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Kasane\\_Teto's solution](#)

**511.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**512.**

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kasane\\_Teto's solution](#)

**513.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Kasane\\_Teto's solution](#)

**514.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Kasane\\_Teto's solution](#)

**515.**

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Kasane\\_Teto's solution](#)

**516.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Kasane\\_Teto's solution](#)

**517.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kasane\\_Teto's solution](#)

**518.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Kasane\\_Teto's solution](#)

**519.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[Kasane\\_Teto's solution](#)

**520.**

1866J

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

Quality: 440 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**521.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, trees

[Kasane\\_Teto's solution](#)

**522.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Kasane\\_Teto's solution](#)

**523.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kasane\\_Teto's solution](#)

**524.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory

[Kasane\\_Teto's solution](#)

**525.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Kasane\\_Teto's solution](#)

**526.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Kasane\\_Teto's solution](#)

**527.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Kasane\\_Teto's solution](#)

**528.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Kasane\\_Teto's solution](#)

**529.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Kasane\\_Teto's solution](#)

**530.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[Kasane\\_Teto's solution](#)

**531.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, trees

[Kasane\\_Teto's solution](#)

**532.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs

[Kasane\\_Teto's solution](#)

**533.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Kasane\\_Teto's solution](#)

**534.**

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Kasane\\_Teto's solution](#)

**535.**

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[Kasane\\_Teto's solution](#)

**536.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Kasane\\_Teto's solution](#)

**537.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kasane\\_Teto's solution](#)

**538.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[Kasane\\_Teto's solution](#)

**539.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Kasane\\_Teto's solution](#)

**540.**

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Kasane\\_Teto's solution](#)

**541.**

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Kasane\\_Teto's solution](#)

**542.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Kasane\\_Teto's solution](#)

**543.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Kasane\\_Teto's solution](#)

**544.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Kasane\\_Teto's solution](#)

**545.**

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Kasane\\_Teto's solution](#)

**546.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**547.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Kasane\\_Teto's solution](#)

**548.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Kasane\\_Teto's solution](#)

**549.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[Kasane\\_Teto's solution](#)

**550.**

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, shortest paths

[Kasane\\_Teto's solution](#)

**551.**

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Kasane\\_Teto's solution](#)

**552.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Kasane\\_Teto's solution](#)

**553.**

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Kasane\\_Teto's solution](#)

**554.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2800 · first AC: 2024-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[Kasane\\_Teto's solution](#)

**555.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**556.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kasane\\_Teto's solution](#)

**557.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Kasane\\_Teto's solution](#)

**558.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**559.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Kasane\\_Teto's solution](#)

**560.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Kasane\\_Teto's solution](#)

**561.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Kasane\\_Teto's solution](#)

**562.**

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Kasane\\_Teto's solution](#)

**563.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-01-17 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Kasane\\_Teto's solution](#)

**564.**

1697F

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

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Kasane\\_Teto's solution](#)

**565.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp,

graphs, trees

[Kasane\\_Teto's solution](#)

**566.**

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[Kasane\\_Teto's solution](#)

**567.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Kasane\\_Teto's solution](#)

**568.**

613D

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

Quality: 4,033 global accepts · Rating: 2800 · first AC: 2023-03-26 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Kasane\\_Teto's solution](#)

**569.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**570.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Kasane\\_Teto's solution](#)

**571.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[Kasane\\_Teto's solution](#)

**572.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[Kasane\\_Teto's solution](#)

**573.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Kasane\\_Teto's solution](#)

**574.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[Kasane\\_Teto's solution](#)

**575.**

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Kasane\\_Teto's solution](#)

**576.**

1172D

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kasane\\_Teto's solution](#)

**577.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**578.**

1372E

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

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Kasane\\_Teto's solution](#)

**579.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[Kasane\\_Teto's solution](#)

**580.**

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Kasane\\_Teto's solution](#)

**581.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kasane\\_Teto's solution](#)

**582.**

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Kasane\\_Teto's solution](#)

**583.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Kasane\\_Teto's solution](#)

**584.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Kasane\\_Teto's solution](#)

**585.**

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kasane\\_Teto's solution](#)

**586.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Kasane\\_Teto's solution](#)

**587.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu

[Kasane\\_Teto's solution](#)

**588.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**589.**

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry, sortings

[Kasane\\_Teto's solution](#)

**590.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Kasane\\_Teto's solution](#)

**591.**

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Kasane\\_Teto's solution](#)

**592.**

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Kasane\\_Teto's solution](#)

**593.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kasane\\_Teto's solution](#)

**594.**

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Kasane\\_Teto's solution](#)

**595.**

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Kasane\\_Teto's solution](#)

**596.**

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[Kasane\\_Teto's solution](#)

**597.**

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Kasane\\_Teto's solution](#)

**598.**

1773J

[Jumbled Trees · Tutorial](#)

Quality: 140 global accepts · Rating: 2900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kasane\\_Teto's solution](#)

**599.**

17E

[Palisection · Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Kasane\\_Teto's solution](#)

**600.**

1765J

[Hero to Zero · Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, math

[Kasane\\_Teto's solution](#)

**601.**

848D

[Shake It! · Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, flows, graphs

[Kasane\\_Teto's solution](#)

**602.**

793E

[Problem of offices · Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**603.**

788E

[New task · Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**604.**

1916F

[Group Division · Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kasane\\_Teto's solution](#)

**605.**

1705F

[Mark and the Online Exam · Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Kasane\\_Teto's solution](#)

**606.**

1646F

[Playing Around the Table · Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kasane\\_Teto's solution](#)

**607.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kasane\\_Teto's solution](#)

**608.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Kasane\\_Teto's solution](#)

**609.**

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings

[Kasane\\_Teto's solution](#)

**610.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, number theory

[Kasane\\_Teto's solution](#)

**611.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Kasane\\_Teto's solution](#)

**612.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Kasane\\_Teto's solution](#)

**613.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kasane\\_Teto's solution](#)

**614.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Kasane\\_Teto's solution](#)

**615.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Kasane\\_Teto's solution](#)

**616.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**617.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry

[Kasane\\_Teto's solution](#)

**618.**

1218H

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

Quality: 157 global accepts · Rating: 2900 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Kasane\\_Teto's solution](#)

**619.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Kasane\\_Teto's solution](#)

**620.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Kasane\\_Teto's solution](#)

**621.**

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[Kasane\\_Teto's solution](#)

**622.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Kasane\\_Teto's solution](#)

**623.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Kasane\\_Teto's solution](#)

**624.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Kasane\\_Teto's solution](#)

**625.**

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[Kasane\\_Teto's solution](#)

**626.**

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[Kasane\\_Teto's solution](#)

**627.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Kasane\\_Teto's solution](#)

**628.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[Kasane\\_Teto's solution](#)

**629.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Kasane\\_Teto's solution](#)

**630.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2024-01-14 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Kasane\\_Teto's solution](#)

**631.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Kasane\\_Teto's solution](#)

**632.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[Kasane\\_Teto's solution](#)

**633.**

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kasane\\_Teto's solution](#)

**634.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Kasane\\_Teto's solution](#)

**635.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Kasane\\_Teto's solution](#)

**636.**

331D3

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

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees

[Kasane\\_Teto's solution](#)

**637.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kasane\\_Teto's solution](#)

**638.**

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Kasane\\_Teto's solution](#)

**639.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, greedy, math, strings

[Kasane\\_Teto's solution](#)

**640.**

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2026-03-02 · last AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**641.**

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Kasane\\_Teto's solution](#)

**642.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Kasane\\_Teto's solution](#)

**643.**

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kasane\\_Teto's solution](#)

**644.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Kasane\\_Teto's solution](#)

**645.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Kasane\\_Teto's solution](#)

**646.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2026-02-17 · last AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Kasane\\_Teto's solution](#)

**647.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[Kasane\\_Teto's solution](#)

**648.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Kasane\\_Teto's solution](#)

**649.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees

[Kasane\\_Teto's solution](#)

**650.**

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Kasane\\_Teto's solution](#)

**651.**

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Kasane\\_Teto's solution](#)

**652.**

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Kasane\\_Teto's solution](#)

**653.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Kasane\\_Teto's solution](#)

**654.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Kasane\\_Teto's solution](#)

**655.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Kasane\\_Teto's solution](#)

**656.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 3000 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Kasane\\_Teto's solution](#)

**657.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Kasane\\_Teto's solution](#)

**658.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Kasane\\_Teto's solution](#)

**659.**

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[Kasane\\_Teto's solution](#)

**660.**

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kasane\\_Teto's solution](#)

**661.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Kasane\\_Teto's solution](#)

**662.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[Kasane\\_Teto's solution](#)

**663.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**664.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Kasane\\_Teto's solution](#)

**665.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Kasane\\_Teto's solution](#)

**666.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[Kasane\\_Teto's solution](#)

**667.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Kasane\\_Teto's solution](#)

**668.**

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Kasane\\_Teto's solution](#)

**669.**

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**670.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[Kasane\\_Teto's solution](#)

**671.**

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**672.**

2075F

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

Quality: 520 global accepts · Rating: 3000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kasane\\_Teto's solution](#)

**673.**

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Kasane\\_Teto's solution](#)

**674.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Kasane\\_Teto's solution](#)

**675.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Kasane\\_Teto's solution](#)

**676.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Kasane\\_Teto's solution](#)

**677.**

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Kasane\\_Teto's solution](#)

**678.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-10-19 · last AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Kasane\\_Teto's solution](#)

**679.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Kasane\\_Teto's solution](#)

**680.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Kasane\\_Teto's solution](#)

**681.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Kasane\\_Teto's solution](#)

**682.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[Kasane\\_Teto's solution](#)

**683.**

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Kasane\\_Teto's solution](#)

**684.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kasane\\_Teto's solution](#)

**685.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Kasane\\_Teto's solution](#)

**686.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[Kasane\\_Teto's solution](#)

**687.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[Kasane\\_Teto's solution](#)

**688.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Kasane\\_Teto's solution](#)

**689.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[Kasane\\_Teto's solution](#)

**690.**

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Kasane\\_Teto's solution](#)

**691.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Kasane\\_Teto's solution](#)

**692.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[Kasane\\_Teto's solution](#)

**693.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Kasane\\_Teto's solution](#)

**694.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Kasane\\_Teto's solution](#)

**695.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[Kasane\\_Teto's solution](#)

**696.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[Kasane\\_Teto's solution](#)

**697.**

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Kasane\\_Teto's solution](#)

**698.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**699.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[Kasane\\_Teto's solution](#)

## 700.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Kasane\\_Teto's solution](#)

## 701.

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, shortest paths

[Kasane\\_Teto's solution](#)

## 702.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Kasane\\_Teto's solution](#)

## 703.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[Kasane\\_Teto's solution](#)

## 704.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Kasane\\_Teto's solution](#)

## 705.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Kasane\\_Teto's solution](#)

## 706.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[Kasane\\_Teto's solution](#)

## 707.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities

[Kasane\\_Teto's solution](#)

## 708.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[Kasane\\_Teto's solution](#)

## 709.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Kasane\\_Teto's solution](#)

**710.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Kasane\\_Teto's solution](#)

**711.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Kasane\\_Teto's solution](#)

**712.**

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**713.**

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[Kasane\\_Teto's solution](#)

**714.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Kasane\\_Teto's solution](#)

**715.**

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[Kasane\\_Teto's solution](#)

**716.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[Kasane\\_Teto's solution](#)

**717.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2024-12-21 · last AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Kasane\\_Teto's solution](#)

**718.**

1740G

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

Quality: 349 global accepts · Rating: 3100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Kasane\\_Teto's solution](#)

**719.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Kasane\\_Teto's solution](#)

**720.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Kasane\\_Teto's solution](#)

**721.**

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Kasane\\_Teto's solution](#)

**722.**

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Kasane\\_Teto's solution](#)

**723.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**724.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Kasane\\_Teto's solution](#)

**725.**

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, interactive

[Kasane\\_Teto's solution](#)

**726.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Kasane\\_Teto's solution](#)

**727.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Kasane\\_Teto's solution](#)

**728.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Kasane\\_Teto's solution](#)

**729.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Kasane\\_Teto's solution](#)

**730.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Kasane\\_Teto's solution](#)

**731.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[Kasane\\_Teto's solution](#)

**732.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Kasane\\_Teto's solution](#)

**733.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**734.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[Kasane\\_Teto's solution](#)

**735.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Kasane\\_Teto's solution](#)

**736.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Kasane\\_Teto's solution](#)

**737.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[Kasane\\_Teto's solution](#)

**738.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Kasane\\_Teto's solution](#)

**739.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**740.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[Kasane\\_Teto's solution](#)

**741.**

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Kasane\\_Teto's solution](#)

**742.**

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[Kasane\\_Teto's solution](#)

**743.**

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Kasane\\_Teto's solution](#)

**744.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Kasane\\_Teto's solution](#)

**745.**

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Kasane\\_Teto's solution](#)

**746.**

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Kasane\\_Teto's solution](#)

**747.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Kasane\\_Teto's solution](#)

**748.**

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Kasane\\_Teto's solution](#)

**749.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Kasane\\_Teto's solution](#)

**750.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Kasane\\_Teto's solution](#)

**751.**

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[Kasane\\_Teto's solution](#)

**752.**

1495E

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

Quality: 538 global accepts · Rating: 3200 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Kasane\\_Teto's solution](#)

**753.**

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Kasane\\_Teto's solution](#)

**754.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive

[Kasane\\_Teto's solution](#)

**755.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Kasane\\_Teto's solution](#)

**756.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[Kasane\\_Teto's solution](#)

**757.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**758.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Kasane\\_Teto's solution](#)

**759.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive

[Kasane\\_Teto's solution](#)

**760.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Kasane\\_Teto's solution](#)

**761.**

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Kasane\\_Teto's solution](#)

**762.**

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Kasane\\_Teto's solution](#)

**763.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Kasane\\_Teto's solution](#)

**764.**

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Kasane\\_Teto's solution](#)

**765.**

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Kasane\\_Teto's solution](#)

**766.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Kasane\\_Teto's solution](#)

**767.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Kasane\\_Teto's solution](#)

**768.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[Kasane\\_Teto's solution](#)

**769.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

**770.**

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, graphs, math

[Kasane\\_Teto's solution](#)

**771.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy

[Kasane\\_Teto's solution](#)

**772.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Kasane\\_Teto's solution](#)

**773.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Kasane\\_Teto's solution](#)

**774.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Kasane\\_Teto's solution](#)

**775.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Kasane\\_Teto's solution](#)

**776.**

2041N

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

Quality: 67 global accepts · Rating: 3300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**777.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Kasane\\_Teto's solution](#)

**778.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Kasane\\_Teto's solution](#)

**779.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Kasane\\_Teto's solution](#)

**780.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[Kasane\\_Teto's solution](#)

**781.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[Kasane\\_Teto's solution](#)

**782.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[Kasane\\_Teto's solution](#)

### 783.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Kasane\\_Teto's solution](#)

### 784.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kasane\\_Teto's solution](#)

### 785.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[Kasane\\_Teto's solution](#)

### 786.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[Kasane\\_Teto's solution](#)

### 787.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Kasane\\_Teto's solution](#)

### 788.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Kasane\\_Teto's solution](#)

### 789.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[Kasane\\_Teto's solution](#)

### 790.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Kasane\\_Teto's solution](#)

### 791.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[Kasane\\_Teto's solution](#)

### 792.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Kasane\\_Teto's solution](#)

**793.**

2187F2

[AI Fine \(Counting Version\)](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Kasane\\_Teto's solution](#)

**794.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kasane\\_Teto's solution](#)

**795.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-01-17 · last AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Kasane\\_Teto's solution](#)

**796.**

1924F

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

Quality: 226 global accepts · Rating: 3500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[Kasane\\_Teto's solution](#)

**797.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Kasane\\_Teto's solution](#)

**798.**

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Kasane\\_Teto's solution](#)

**799.**

2045D

[Aquatic Dragon](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**800.**

1889F

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

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Kasane\\_Teto's solution](#)

**801.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees

[Kasane\\_Teto's solution](#)

**802.**

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Kasane\\_Teto's solution](#)

**803.**

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**804.**

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**805.**

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**806.**

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**807.**

103698F

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**808.**

103260K

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

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**809.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**810.**

104901L

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kasane\\_Teto's solution](#)

**811.**

104008H

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