

Unique solved — LMydd0225

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Count: 779

1.

2178A

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2.

2157A

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3.

2164A

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4.

2167C

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5.

2167B

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6.

2167A

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7.

2152A

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8.

2147A

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9.

2122A

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10.

2120A

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11.

2118A

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12.

1810B

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13.

1810A

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14.

2096A

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15.

2084A

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16.

2062A

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17.

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19.

2034A

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20.

2035A

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21.

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22.

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23.

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25.

1989A

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26.

1984A

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27.

1867A

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28.

1922A

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29.

1976A

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30.

1966A

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greedy

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31.

1942A

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32.

1930A

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33.

1929A

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34.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[LMydd0225's solution](#)

35.

1916A

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36.

1909A

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37.

1896A

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38.

1466A

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39.

1891A

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40.

1883A

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41.

1864A

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42.

1060A

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Quality: 15,716 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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43.

1849A

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44.

1844A

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45.

1847A

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Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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46.

1839A

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47.

1832A

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48.

1806A

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Quality: 43,439 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[LMydd0225's solution](#)

49.

1794A

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50.

1789B

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51.

1789A

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Quality: 32,955 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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52.

1778A

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Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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53.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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54.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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55.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

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56.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,750 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LMydd0225's solution](#)

57.

2048B

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

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58.

2035B

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59.

1951A

[Dual Trigger](#) · [Tutorial](#)

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60.

1896B

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61.

1883B

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62.

765A

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63.

1806B

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64.

1794B

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65.

2164B

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66.

2167D

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

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67.

2147B

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

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68.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,736 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[LMydd0225's solution](#)

69.

2057B

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

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[LMydd0225's solution](#)

70.

2034B

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71.

2002B

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

[LMydd0225's solution](#)

72.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LMydd0225's solution](#)

73.

1930B

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Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

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74.

1916B

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Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[LMydd0225's solution](#)

75.

1906A

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76.

1883C

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Quality: 50,155 global accepts · Rating: 1000 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

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77.

1849B

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[LMydd0225's solution](#)

78.

1844B

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79.

1847B

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[LMydd0225's solution](#)

80.

2122B

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[LMydd0225's solution](#)

81.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

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82.

2084B

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[LMydd0225's solution](#)

83.

1991B

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

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greedy

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84.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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85.

1867B

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[LMydd0225's solution](#)

86.

1976B

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Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LMydd0225's solution](#)

87.

1966B

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Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[LMydd0225's solution](#)

88.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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89.

1891B

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Quality: 29,010 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

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90.

1864B

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Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LMydd0225's solution](#)

91.

765B

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Quality: 7,553 global accepts · Rating: 1100 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[LMydd0225's solution](#)

92.

1060B

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Quality: 9,497 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[LMydd0225's solution](#)

93.

1839B

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Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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94.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[LMydd0225's solution](#)

95.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
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96.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[LMydd0225's solution](#)

97.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
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98.

2174A

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

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[LMydd0225's solution](#)

99.

2135A

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

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[LMydd0225's solution](#)

100.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[LMydd0225's solution](#)

101.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[LMydd0225's solution](#)

102.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[LMydd0225's solution](#)

103.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[LMydd0225's solution](#)

104.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[LMydd0225's solution](#)

105.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[LMydd0225's solution](#)

106.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[LMydd0225's solution](#)

107.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[LMydd0225's solution](#)

108.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[LMydd0225's solution](#)

109.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[LMydd0225's solution](#)

110.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[LMydd0225's solution](#)

111.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[LMydd0225's solution](#)

112.

1909B

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

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[LMydd0225's solution](#)

113.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[LMydd0225's solution](#)

114.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,389 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[LMydd0225's solution](#)

115.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[LMydd0225's solution](#)

116.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[LMydd0225's solution](#)

117.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[LMydd0225's solution](#)

118.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[LMydd0225's solution](#)

119.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math
[LMydd0225's solution](#)

120.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[LMydd0225's solution](#)

121.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
[LMydd0225's solution](#)

122.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[LMydd0225's solution](#)

123.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[LMydd0225's solution](#)

124.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[LMydd0225's solution](#)

125.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LMydd0225's solution](#)

126.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LMydd0225's solution](#)

127.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[LMydd0225's solution](#)

128.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[LMydd0225's solution](#)

129.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[LMydd0225's solution](#)

130.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[LMydd0225's solution](#)

131.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[LMydd0225's solution](#)

132.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[LMydd0225's solution](#)

133.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[LMydd0225's solution](#)

134.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[LMydd0225's solution](#)

135.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[LMydd0225's solution](#)

136.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LMydd0225's solution](#)

137.

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

[LMydd0225's solution](#)

138.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[LMydd0225's solution](#)

139.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[LMydd0225's solution](#)

140.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[LMydd0225's solution](#)

141.

2097A

[Sports Betting](#) · [Tutorial](#)

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

[LMydd0225's solution](#)

142.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[LMydd0225's solution](#)

143.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[LMydd0225's solution](#)

144.

2034C

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

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

[LMydd0225's solution](#)

145.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[LMydd0225's solution](#)

146.

1883G1

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

Quality: 19,546 global accepts · Rating: 1400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[LMydd0225's solution](#)

147.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[LMydd0225's solution](#)

148.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LMydd0225's solution](#)

149.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,704 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[LMydd0225's solution](#)

150.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LMydd0225's solution](#)

151.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[LMydd0225's solution](#)

152.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[LMydd0225's solution](#)

153.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[LMydd0225's solution](#)

154.

1883F

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

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LMydd0225's solution](#)

155.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[LMydd0225's solution](#)

156.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[LMydd0225's solution](#)

157.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[LMydd0225's solution](#)

158.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[LMydd0225's solution](#)

159.

2147C

[Rabbits](#) · [Tutorial](#)

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

[LMydd0225's solution](#)

160.

2115A

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

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

[LMydd0225's solution](#)

161.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LMydd0225's solution](#)

162.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[LMydd0225's solution](#)

163.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[LMydd0225's solution](#)

164.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[LMydd0225's solution](#)

165.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[LMydd0225's solution](#)

166.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[LMydd0225's solution](#)

167.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[LMydd0225's solution](#)

168.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[LMydd0225's solution](#)

169.

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

[LMydd0225's solution](#)

170.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[LMydd0225's solution](#)

171.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,130 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[LMydd0225's solution](#)

172.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[LMydd0225's solution](#)

173.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[LMydd0225's solution](#)

174.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[LMydd0225's solution](#)

175.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[LMydd0225's solution](#)

176.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[LMydd0225's solution](#)

177.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[LMydd0225's solution](#)

178.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[LMydd0225's solution](#)

179.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[LMydd0225's solution](#)

180.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[LMydd0225's solution](#)

181.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LMydd0225's solution](#)

182.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[LMydd0225's solution](#)

183.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[LMydd0225's solution](#)

184.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[LMydd0225's solution](#)

185.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[LMydd0225's solution](#)

186.

1802C

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

Rating: 1600 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[LMydd0225's solution](#)

187.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[LMydd0225's solution](#)

188.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[LMydd0225's solution](#)

189.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LMydd0225's solution](#)

190.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[LMydd0225's solution](#)

191.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[LMydd0225's solution](#)

192.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[LMydd0225's solution](#)

193.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[LMydd0225's solution](#)

194.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[LMydd0225's solution](#)

195.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

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

[LMydd0225's solution](#)

196.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[LMydd0225's solution](#)

197.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[LMydd0225's solution](#)

198.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[LMydd0225's solution](#)

199.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[LMydd0225's solution](#)

200.

2023B

[Skipping](#) · [Tutorial](#)

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

[LMydd0225's solution](#)

201.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[LMydd0225's solution](#)

202.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[LMydd0225's solution](#)

203.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[LMydd0225's solution](#)

204.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[LMydd0225's solution](#)

205.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[LMydd0225's solution](#)

206.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[LMydd0225's solution](#)

207.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[LMydd0225's solution](#)

208.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[LMydd0225's solution](#)

209.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[LMydd0225's solution](#)

210.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[LMydd0225's solution](#)

211.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[LMydd0225's solution](#)

212.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[LMydd0225's solution](#)

213.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[LMydd0225's solution](#)

214.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LMydd0225's solution](#)

215.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[LMydd0225's solution](#)

216.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LMydd0225's solution](#)

217.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[LMydd0225's solution](#)

218.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[LMydd0225's solution](#)

219.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, math

[LMydd0225's solution](#)

220.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[LMydd0225's solution](#)

221.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[LMydd0225's solution](#)

222.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[LMydd0225's solution](#)

223.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[LMydd0225's solution](#)

224.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[LMydd0225's solution](#)

225.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[LMydd0225's solution](#)

226.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[LMydd0225's solution](#)

227.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[LMydd0225's solution](#)

228.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[LMydd0225's solution](#)

229.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 1800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[LMydd0225's solution](#)

230.

1843F1

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

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[LMydd0225's solution](#)

231.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[LMydd0225's solution](#)

232.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[LMydd0225's solution](#)

233.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[LMydd0225's solution](#)

234.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[LMydd0225's solution](#)

235.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[LMydd0225's solution](#)

236.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LMydd0225's solution](#)

237.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[LMydd0225's solution](#)

238.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[LMydd0225's solution](#)

239.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[LMydd0225's solution](#)

240.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[LMydd0225's solution](#)

241.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[LMydd0225's solution](#)

242.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[LMydd0225's solution](#)

243.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[LMydd0225's solution](#)

244.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[LMydd0225's solution](#)

245.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[LMydd0225's solution](#)

246.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[LMydd0225's solution](#)

247.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[LMydd0225's solution](#)

248.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
[LMydd0225's solution](#)

249.

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
[LMydd0225's solution](#)

250.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
[LMydd0225's solution](#)

251.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[LMydd0225's solution](#)

252.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[LMydd0225's solution](#)

253.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[LMydd0225's solution](#)

254.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, implementation, two pointers

[LMydd0225's solution](#)

255.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[LMydd0225's solution](#)

256.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[LMydd0225's solution](#)

257.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[LMydd0225's solution](#)

258.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,633 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[LMydd0225's solution](#)

259.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[LMydd0225's solution](#)

260.

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

[LMydd0225's solution](#)

261.

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

[LMydd0225's solution](#)

262.

1883G2

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

Quality: 6,740 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[LMydd0225's solution](#)

263.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[LMydd0225's solution](#)

264.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[LMydd0225's solution](#)

265.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[LMydd0225's solution](#)

266.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[LMydd0225's solution](#)

267.

1945F

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

Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[LMydd0225's solution](#)

268.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[LMydd0225's solution](#)

269.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[LMydd0225's solution](#)

270.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[LMydd0225's solution](#)

271.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[LMydd0225's solution](#)

272.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[LMydd0225's solution](#)

273.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[LMydd0225's solution](#)

274.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[LMydd0225's solution](#)

275.

1929D

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

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[LMydd0225's solution](#)

276.

1909D

[Split Plus K](#) · [Tutorial](#)

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

[LMydd0225's solution](#)

277.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[LMydd0225's solution](#)

278.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[LMydd0225's solution](#)

279.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[LMydd0225's solution](#)

280.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[LMydd0225's solution](#)

281.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LMydd0225's solution](#)

282.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[LMydd0225's solution](#)

283.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[LMydd0225's solution](#)

284.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[LMydd0225's solution](#)

285.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[LMydd0225's solution](#)

286.

2196C2

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

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287.

2178E

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288.

2165C

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289.

2135C

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290.

2129C2

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291.

2096D

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292.

2062E1

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293.

2057D

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294.

2048E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

graphs, greedy

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295.

2041M

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Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

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296.

2041C

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Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

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297.

2020E

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298.

1753C

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299.

128D

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Quality: 1,261 global accepts · Rating: 2000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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300.

1857G

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Quality: 5,485 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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301.

1851G

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Quality: 4,043 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

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302.

1862G

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303.

1872G

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Quality: 5,030 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

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304.

1881G

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305.

1931G

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306.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
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307.

1974G

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Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[LMydd0225's solution](#)

308.

870D

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Quality: 1,296 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities
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309.

1019B

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Quality: 2,112 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[LMydd0225's solution](#)

310.

1903E

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Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math
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311.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
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312.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities
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313.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory
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314.

1088D

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Quality: 3,168 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive
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315.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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316.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[LMydd0225's solution](#)

317.

1103B

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Quality: 3,530 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[LMydd0225's solution](#)

318.

1584D

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[LMydd0225's solution](#)

319.

1992G

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Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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320.

1987E

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Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[LMydd0225's solution](#)

321.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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322.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

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323.

1976D

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324.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

325.

1951D

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326.

1951E

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327.

1943B

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328.

1936B

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329.

1923E

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330.

611D

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331.

1900D

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332.

862D

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333.

1891F

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334.

1889C1

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335.

1060E

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336.

2159B

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337.

2152E

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338.

2150C

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339.

2135D1

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340.

2115B

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341.

1810E

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342.

852D

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343.

373E

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Rating: 2100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

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344.

1811G1

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345.

1811F

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346.

1914G1

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347.

1933F

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348.

1762D

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349.

1363D

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350.

1971H

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351.

1942D

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352.

1930D2

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[LMydd0225's solution](#)

353.

282D

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354.

1924B

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[LMydd0225's solution](#)

355.

1920E

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356.

1906J

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357.

1906F

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[LMydd0225's solution](#)

358.

1896E

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[LMydd0225's solution](#)

359.

1864E

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Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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360.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[LMydd0225's solution](#)

361.

1778D

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362.

1787E

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[LMydd0225's solution](#)

363.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[LMydd0225's solution](#)

364.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

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[LMydd0225's solution](#)

365.

2101C

[23 Kingdom](#) · [Tutorial](#)

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[LMydd0225's solution](#)

366.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[LMydd0225's solution](#)

367.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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368.

2034E

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[LMydd0225's solution](#)

369.

1641C

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[LMydd0225's solution](#)

370.

2033G

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371.

1238E

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372.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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373.

1425E

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374.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

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375.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[LMydd0225's solution](#)

376.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[LMydd0225's solution](#)

377.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[LMydd0225's solution](#)

378.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[LMydd0225's solution](#)

379.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[LMydd0225's solution](#)

380.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[LMydd0225's solution](#)

381.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[LMydd0225's solution](#)

382.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[LMydd0225's solution](#)

383.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[LMydd0225's solution](#)

384.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[LMydd0225's solution](#)

385.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[LMydd0225's solution](#)

386.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[LMydd0225's solution](#)

387.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[LMydd0225's solution](#)

388.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[LMydd0225's solution](#)

389.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[LMydd0225's solution](#)

390.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[LMydd0225's solution](#)

391.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[LMydd0225's solution](#)

392.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory, trees

[LMydd0225's solution](#)

393.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[LMydd0225's solution](#)

394.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[LMydd0225's solution](#)

395.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[LMydd0225's solution](#)

396.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[LMydd0225's solution](#)

397.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[LMydd0225's solution](#)

398.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[LMydd0225's solution](#)

399.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[LMydd0225's solution](#)

400.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[LMydd0225's solution](#)

401.

2097B

[Baggage Claim](#) · [Tutorial](#)

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

[LMydd0225's solution](#)

402.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[LMydd0225's solution](#)

403.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LMydd0225's solution](#)

404.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[LMydd0225's solution](#)

405.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[LMydd0225's solution](#)

406.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

407.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[LMydd0225's solution](#)

408.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[LMydd0225's solution](#)

409.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[LMydd0225's solution](#)

410.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[LMydd0225's solution](#)

411.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[LMydd0225's solution](#)

412.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[LMydd0225's solution](#)

413.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[LMydd0225's solution](#)

414.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[LMydd0225's solution](#)

415.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[LMydd0225's solution](#)

416.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[LMydd0225's solution](#)

417.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[LMydd0225's solution](#)

418.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[LMydd0225's solution](#)

419.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[LMydd0225's solution](#)

420.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[LMydd0225's solution](#)

421.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[LMydd0225's solution](#)

422.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[LMydd0225's solution](#)

423.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

424.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[LMydd0225's solution](#)

425.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[LMydd0225's solution](#)

426.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LMydd0225's solution](#)

427.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[LMydd0225's solution](#)

428.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[LMydd0225's solution](#)

429.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[LMydd0225's solution](#)

430.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[LMydd0225's solution](#)

431.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[LMydd0225's solution](#)

432.

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[LMydd0225's solution](#)

433.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[LMydd0225's solution](#)

434.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[LMydd0225's solution](#)

435.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[LMydd0225's solution](#)

436.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

[LMydd0225's solution](#)

437.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[LMydd0225's solution](#)

438.

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

[LMydd0225's solution](#)

439.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

440.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[LMydd0225's solution](#)

441.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[LMydd0225's solution](#)

442.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

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

[LMydd0225's solution](#)

443.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LMydd0225's solution](#)

444.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[LMydd0225's solution](#)

445.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

446.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[LMydd0225's solution](#)

447.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[LMydd0225's solution](#)

448.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[LMydd0225's solution](#)

449.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[LMydd0225's solution](#)

450.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[LMydd0225's solution](#)

451.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[LMydd0225's solution](#)

452.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[LMydd0225's solution](#)

453.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[LMydd0225's solution](#)

454.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices
[LMydd0225's solution](#)

455.

1243E

[Sum Balance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, implementation
[LMydd0225's solution](#)

456.

780F

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

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, matrices
[LMydd0225's solution](#)

457.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[LMydd0225's solution](#)

458.

1423J

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

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[LMydd0225's solution](#)

459.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-02-05 · last AC: 2024-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[LMydd0225's solution](#)

460.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[LMydd0225's solution](#)

461.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[LMydd0225's solution](#)

462.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[LMydd0225's solution](#)

463.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[LMydd0225's solution](#)

464.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[LMydd0225's solution](#)

465.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[LMydd0225's solution](#)

466.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[LMydd0225's solution](#)

467.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2023-12-13 · last AC: 2024-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[LMydd0225's solution](#)

468.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[LMydd0225's solution](#)

469.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[LMydd0225's solution](#)

470.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[LMydd0225's solution](#)

471.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[LMydd0225's solution](#)

472.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[LMydd0225's solution](#)

473.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[LMydd0225's solution](#)

474.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

475.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[LMydd0225's solution](#)

476.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[LMydd0225's solution](#)

477.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[LMydd0225's solution](#)

478.

1943D1

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

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

[LMydd0225's solution](#)

479.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[LMydd0225's solution](#)

480.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[LMydd0225's solution](#)

481.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

482.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[LMydd0225's solution](#)

483.

802J3

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

Quality: 369 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[LMydd0225's solution](#)

484.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[LMydd0225's solution](#)

485.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[LMydd0225's solution](#)

486.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[LMydd0225's solution](#)

487.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[LMydd0225's solution](#)

488.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[LMydd0225's solution](#)

489.

915F

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

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[LMydd0225's solution](#)

490.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[LMydd0225's solution](#)

491.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[LMydd0225's solution](#)

492.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[LMydd0225's solution](#)

493.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[LMydd0225's solution](#)

494.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

495.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[LMydd0225's solution](#)

496.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[LMydd0225's solution](#)

497.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[LMydd0225's solution](#)

498.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[LMydd0225's solution](#)

499.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[LMydd0225's solution](#)

500.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[LMydd0225's solution](#)

501.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LMydd0225's solution](#)

502.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[LMydd0225's solution](#)

503.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[LMydd0225's solution](#)

504.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[LMydd0225's solution](#)

505.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[LMydd0225's solution](#)

506.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[LMydd0225's solution](#)

507.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[LMydd0225's solution](#)

508.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[LMydd0225's solution](#)

509.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[LMydd0225's solution](#)

510.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[LMydd0225's solution](#)

511.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[LMydd0225's solution](#)

512.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[LMydd0225's solution](#)

513.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, dfs and similar, dsu, graphs, shortest paths

[LMydd0225's solution](#)

514.

544E

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

Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[LMydd0225's solution](#)

515.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[LMydd0225's solution](#)

516.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-02-05 · last AC: 2024-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[LMydd0225's solution](#)

517.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy

[LMydd0225's solution](#)

518.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[LMydd0225's solution](#)

519.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LMydd0225's solution](#)

520.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[LMydd0225's solution](#)

521.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[LMydd0225's solution](#)

522.

1509F

[Complete the MST](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, trees

[LMydd0225's solution](#)

523.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[LMydd0225's solution](#)

524.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[LMydd0225's solution](#)

525.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[LMydd0225's solution](#)

526.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[LMydd0225's solution](#)

527.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LMydd0225's solution](#)

528.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[LMydd0225's solution](#)

529.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[LMydd0225's solution](#)

530.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[LMydd0225's solution](#)

531.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[LMydd0225's solution](#)

532.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[LMydd0225's solution](#)

533.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

534.

1986G2

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

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[LMydd0225's solution](#)

535.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[LMydd0225's solution](#)

536.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[LMydd0225's solution](#)

537.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[LMydd0225's solution](#)

538.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[LMydd0225's solution](#)

539.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings

[LMydd0225's solution](#)

540.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[LMydd0225's solution](#)

541.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

542.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[LMydd0225's solution](#)

543.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[LMydd0225's solution](#)

544.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[LMydd0225's solution](#)

545.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[LMydd0225's solution](#)

546.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[LMydd0225's solution](#)

547.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[LMydd0225's solution](#)

548.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[LMydd0225's solution](#)

549.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[LMydd0225's solution](#)

550.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[LMydd0225's solution](#)

551.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[LMydd0225's solution](#)

552.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[LMydd0225's solution](#)

553.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[LMydd0225's solution](#)

554.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[LMydd0225's solution](#)

555.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[LMydd0225's solution](#)

556.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, shortest paths
[LMydd0225's solution](#)

557.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[LMydd0225's solution](#)

558.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[LMydd0225's solution](#)

559.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory
[LMydd0225's solution](#)

560.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths
[LMydd0225's solution](#)

561.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[LMydd0225's solution](#)

562.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[LMydd0225's solution](#)

563.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees
[LMydd0225's solution](#)

564.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[LMydd0225's solution](#)

565.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[LMydd0225's solution](#)

566.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[LMydd0225's solution](#)

567.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[LMydd0225's solution](#)

568.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[LMydd0225's solution](#)

569.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

570.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[LMydd0225's solution](#)

571.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[LMydd0225's solution](#)

572.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[LMydd0225's solution](#)

573.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[LMydd0225's solution](#)

574.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[LMydd0225's solution](#)

575.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LMydd0225's solution](#)

576.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[LMydd0225's solution](#)

577.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[LMydd0225's solution](#)

578.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[LMydd0225's solution](#)

579.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[LMydd0225's solution](#)

580.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[LMydd0225's solution](#)

581.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[LMydd0225's solution](#)

582.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[LMydd0225's solution](#)

583.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[LMydd0225's solution](#)

584.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[LMydd0225's solution](#)

585.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[LMydd0225's solution](#)

586.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[LMydd0225's solution](#)

587.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[LMydd0225's solution](#)

588.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings, two pointers
[LMydd0225's solution](#)

589.

2041J

[Bottle Arrangement](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy
[LMydd0225's solution](#)

590.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees
[LMydd0225's solution](#)

591.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[LMydd0225's solution](#)

592.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[LMydd0225's solution](#)

593.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, trees
[LMydd0225's solution](#)

594.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
[LMydd0225's solution](#)

595.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, matrices
[LMydd0225's solution](#)

596.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers
[LMydd0225's solution](#)

597.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[LMydd0225's solution](#)

598.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[LMydd0225's solution](#)

599.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[LMydd0225's solution](#)

600.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[LMydd0225's solution](#)

601.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices
[LMydd0225's solution](#)

602.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[LMydd0225's solution](#)

603.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[LMydd0225's solution](#)

604.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[LMydd0225's solution](#)

605.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[LMydd0225's solution](#)

606.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[LMydd0225's solution](#)

607.

351D

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

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LMydd0225's solution](#)

608.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

609.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[LMydd0225's solution](#)

610.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[LMydd0225's solution](#)

611.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[LMydd0225's solution](#)

612.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[LMydd0225's solution](#)

613.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[LMydd0225's solution](#)

614.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[LMydd0225's solution](#)

615.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[LMydd0225's solution](#)

616.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[LMydd0225's solution](#)

617.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[LMydd0225's solution](#)

618.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[LMydd0225's solution](#)

619.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory

[LMydd0225's solution](#)

620.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

621.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[LMydd0225's solution](#)

622.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[LMydd0225's solution](#)

623.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[LMydd0225's solution](#)

624.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[LMydd0225's solution](#)

625.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[LMydd0225's solution](#)

626.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[LMydd0225's solution](#)

627.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings

[LMydd0225's solution](#)

628.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[LMydd0225's solution](#)

629.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities

[LMydd0225's solution](#)

630.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[LMydd0225's solution](#)

631.

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[LMydd0225's solution](#)

632.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[LMydd0225's solution](#)

633.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[LMydd0225's solution](#)

634.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[LMydd0225's solution](#)

635.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[LMydd0225's solution](#)

636.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[LMydd0225's solution](#)

637.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

638.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[LMydd0225's solution](#)

639.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[LMydd0225's solution](#)

640.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[LMydd0225's solution](#)

641.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

642.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[LMydd0225's solution](#)

643.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[LMydd0225's solution](#)

644.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths

[LMydd0225's solution](#)

645.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[LMydd0225's solution](#)

646.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[LMydd0225's solution](#)

647.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, math

[LMydd0225's solution](#)

648.

2115D

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

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[LMydd0225's solution](#)

649.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-04-08 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[LMydd0225's solution](#)

650.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[LMydd0225's solution](#)

651.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[LMydd0225's solution](#)

652.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[LMydd0225's solution](#)

653.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

654.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry,

graphs, greedy, math, sortings

[LMydd0225's solution](#)

655.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[LMydd0225's solution](#)

656.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[LMydd0225's solution](#)

657.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[LMydd0225's solution](#)

658.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LMydd0225's solution](#)

659.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[LMydd0225's solution](#)

660.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LMydd0225's solution](#)

661.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[LMydd0225's solution](#)

662.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[LMydd0225's solution](#)

663.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[LMydd0225's solution](#)

664.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[LMydd0225's solution](#)

665.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LMydd0225's solution](#)

666.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-01-06 · last AC: 2024-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LMydd0225's solution](#)

667.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, math

[LMydd0225's solution](#)

668.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[LMydd0225's solution](#)

669.

944G

[Coins Exhibition](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[LMydd0225's solution](#)

670.

2196E2

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

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-13 · last AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[LMydd0225's solution](#)

671.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[LMydd0225's solution](#)

672.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[LMydd0225's solution](#)

673.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-04-20 · last AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[LMydd0225's solution](#)

674.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LMydd0225's solution](#)

675.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[LMydd0225's solution](#)

676.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[LMydd0225's solution](#)

677.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2025-01-01 · last AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[LMydd0225's solution](#)

678.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2024-09-09 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[LMydd0225's solution](#)

679.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[LMydd0225's solution](#)

680.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[LMydd0225's solution](#)

681.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[LMydd0225's solution](#)

682.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LMydd0225's solution](#)

683.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[LMydd0225's solution](#)

684.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LMydd0225's solution](#)

685.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings
[LMydd0225's solution](#)

686.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, shortest paths, strings
[LMydd0225's solution](#)

687.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[LMydd0225's solution](#)

688.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-03-25 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[LMydd0225's solution](#)

689.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[LMydd0225's solution](#)

690.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[LMydd0225's solution](#)

691.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[LMydd0225's solution](#)

692.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[LMydd0225's solution](#)

693.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[LMydd0225's solution](#)

694.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[LMydd0225's solution](#)

695.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[LMydd0225's solution](#)

696.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[LMydd0225's solution](#)

697.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, trees

[LMydd0225's solution](#)

698.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[LMydd0225's solution](#)

699.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[LMydd0225's solution](#)

700.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[LMydd0225's solution](#)

701.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[LMydd0225's solution](#)

702.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[LMydd0225's solution](#)

703.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[LMydd0225's solution](#)

704.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LMydd0225's solution](#)

705.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[LMydd0225's solution](#)

706.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[LMydd0225's solution](#)

707.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[LMydd0225's solution](#)

708.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-03-18 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
[LMydd0225's solution](#)

709.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[LMydd0225's solution](#)

710.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy
[LMydd0225's solution](#)

711.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[LMydd0225's solution](#)

712.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[LMydd0225's solution](#)

713.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[LMydd0225's solution](#)

714.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-06-16 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[LMydd0225's solution](#)

715.

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[LMydd0225's solution](#)

716.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[LMydd0225's solution](#)

717.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math
[LMydd0225's solution](#)

718.

1284F

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

Quality: 413 global accepts · Rating: 3200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[LMydd0225's solution](#)

719.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[LMydd0225's solution](#)

720.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[LMydd0225's solution](#)

721.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[LMydd0225's solution](#)

722.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[LMydd0225's solution](#)

723.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[LMydd0225's solution](#)

724.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[LMydd0225's solution](#)

725.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[LMydd0225's solution](#)

726.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[LMydd0225's solution](#)

727.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, flows, greedy

[LMydd0225's solution](#)

728.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[LMydd0225's solution](#)

729.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[LMydd0225's solution](#)

730.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[LMydd0225's solution](#)

731.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LMydd0225's solution](#)

732.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[LMydd0225's solution](#)

733.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[LMydd0225's solution](#)

734.

2178I

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

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[LMydd0225's solution](#)

735.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[LMydd0225's solution](#)

736.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy, implementation

[LMydd0225's solution](#)

737.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees

[LMydd0225's solution](#)

738.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing

[LMydd0225's solution](#)

739.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[LMydd0225's solution](#)

740.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[LMydd0225's solution](#)

741.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[LMydd0225's solution](#)

742.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LMydd0225's solution](#)

743.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[LMydd0225's solution](#)

744.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LMydd0225's solution](#)

745.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

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746.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

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747.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

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748.

1601F

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Quality: 275 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

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749.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

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750.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[LMydd0225's solution](#)

751.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings

[LMydd0225's solution](#)

752.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2024-04-07 · last AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[LMydd0225's solution](#)

753.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[LMydd0225's solution](#)

754.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[LMydd0225's solution](#)

755.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LMydd0225's solution](#)

756.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[LMydd0225's solution](#)

757.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[LMydd0225's solution](#)

758.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[LMydd0225's solution](#)

759.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[LMydd0225's solution](#)

760.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, games, trees

[LMydd0225's solution](#)

761.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[LMydd0225's solution](#)

762.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

[LMydd0225's solution](#)

763.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[LMydd0225's solution](#)

764.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[LMydd0225's solution](#)

765.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[LMydd0225's solution](#)

766.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[LMydd0225's solution](#)

767.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[LMydd0225's solution](#)

768.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[LMydd0225's solution](#)

769.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[LMydd0225's solution](#)

770.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication

[LMydd0225's solution](#)

771.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks

[LMydd0225's solution](#)

772.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[LMydd0225's solution](#)

773.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[LMydd0225's solution](#)

774.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[LMydd0225's solution](#)

775.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[LMydd0225's solution](#)

776.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[LMydd0225's solution](#)

777.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[LMydd0225's solution](#)

778.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LMydd0225's solution](#)

779.

undefined485

[Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: *special

[LMydd0225's solution](#)