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Unique solved — LUlululu1616

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

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

Filters: none

Count: 850

1.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[LUlululu1616's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LUlululu1616's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

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4.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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5.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[LUlululu1616's solution](#)

6.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[LUlululu1616's solution](#)

7.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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8.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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9.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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10.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
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11.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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12.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[LUlululu1616's solution](#)

13.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[LUlululu1616's solution](#)

14.

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[LUlululu1616's solution](#)

15.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[LUlululu1616's solution](#)

16.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[LUlululu1616's solution](#)

17.

1994A

[Diverse Game](#) · [Tutorial](#)

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

1984A

[Strange Splitting](#) · [Tutorial](#)

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19.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[LUlululu1616's solution](#)

20.

1980B

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Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[LUlululu1616's solution](#)

21.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUlululu1616's solution](#)

22.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[LUlululu1616's solution](#)

23.

1975A

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

Quality: 20,712 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[LUlululu1616's solution](#)

24.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

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25.

1968A

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Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[LUlululu1616's solution](#)

26.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[LUlululu1616's solution](#)

27.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[LUlululu1616's solution](#)

28.

1956A

[Nene's Game](#) · [Tutorial](#)

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[LUlululu1616's solution](#)

29.

1942A

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[LUlululu1616's solution](#)

30.

1946A

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31.

1935A

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Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
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32.

1923A

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Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[LUlululu1616's solution](#)

33.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[LUlululu1616's solution](#)

34.

1929B

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Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[LUlululu1616's solution](#)

35.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[LUlululu1616's solution](#)

36.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[LUlululu1616's solution](#)

37.

1927A

[Make it White](#) · [Tutorial](#)

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38.

1918A

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Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[LUlululu1616's solution](#)

39.

1925A

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Quality: 31,146 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[LUlululu1616's solution](#)

40.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[LUlululu1616's solution](#)

41.

1916A

[2023](#) · [Tutorial](#)

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

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42.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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43.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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44.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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45.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

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[LUlululu1616's solution](#)

46.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LUlululu1616's solution](#)

47.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,074 global accepts · Rating: 800 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LUlululu1616's solution](#)

48.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,302 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[LUlululu1616's solution](#)

49.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,284 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LUlululu1616's solution](#)

50.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[LUlululu1616's solution](#)

51.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

math

[LUlululu1616's solution](#)

52.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LUlululu1616's solution](#)

53.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[LUlululu1616's solution](#)

54.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,966 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LUlululu1616's solution](#)

55.

1859A

[United We Stand](#) · [Tutorial](#)

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

[LUlululu1616's solution](#)

56.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,909 global accepts · Rating: 800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LUlululu1616's solution](#)

57.

1856A

[Tales of a Sort](#) · [Tutorial](#)

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[LUlululu1616's solution](#)

58.

1849A

[Morning Sandwich](#) · [Tutorial](#)

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

[LUlululu1616's solution](#)

59.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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60.

1844A

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[LUlululu1616's solution](#)

61.

1847A

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

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

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62.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,644 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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63.

1841A

[Game with Board](#) · [Tutorial](#)

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64.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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65.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,890 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LUlululu1616's solution](#)

66.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[LUlululu1616's solution](#)

67.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,624 global accepts · Rating: 800 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[LUlululu1616's solution](#)

68.

1790B

[Taisia and Dice](#) · [Tutorial](#)

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69.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[LUlululu1616's solution](#)

70.

2062B

[Clockwork](#) · [Tutorial](#)

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[LUlululu1616's solution](#)

71.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

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[LUlululu1616's solution](#)

72.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUlululu1616's solution](#)

73.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LUlululu1616's solution](#)

74.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[LUlululu1616's solution](#)

75.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[LUlululu1616's solution](#)

76.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[LUlululu1616's solution](#)

77.

1927B

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

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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78.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[LUlululu1616's solution](#)

79.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,368 global accepts · Rating: 900 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[LUlululu1616's solution](#)

80.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[LUlululu1616's solution](#)

81.

1896B

[AB Flipping](#) · [Tutorial](#)

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

[LUlululu1616's solution](#)

82.

1875A

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

Quality: 46,987 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[LUlululu1616's solution](#)

83.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[LULULULU1616's solution](#)

84.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[LULULULU1616's solution](#)

85.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
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86.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,619 global accepts · Rating: 900 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[LULULULU1616's solution](#)

87.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[LULULULU1616's solution](#)

88.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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89.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
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90.

1979B

[XOR Sequences](#) · [Tutorial](#)

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91.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
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92.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
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93.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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- 94.**
1930B
[Permutation Printing](#) · [Tutorial](#)
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
[LUlululu1616's solution](#)
- 95.**
1927C
[Choose the Different Ones!](#) · [Tutorial](#)
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- 96.**
1916B
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Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
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- 97.**
1913B
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[LUlululu1616's solution](#)
- 98.**
1469B
[Red and Blue](#) · [Tutorial](#)
Quality: 31,050 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[LUlululu1616's solution](#)
- 99.**
1469A
[Regular Bracket Sequence](#) · [Tutorial](#)
Quality: 30,032 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[LUlululu1616's solution](#)
- 100.**
1569B
[Chess Tournament](#) · [Tutorial](#)
Quality: 19,861 global accepts · Rating: 1000 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[LUlululu1616's solution](#)
- 101.**
1859B
[Olya and Game with Arrays](#) · [Tutorial](#)
Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[LUlululu1616's solution](#)
- 102.**
1849B
[Monsters](#) · [Tutorial](#)
Quality: 44,364 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[LUlululu1616's solution](#)
- 103.**
1499B
[Binary Removals](#) · [Tutorial](#)
Quality: 22,009 global accepts · Rating: 1000 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[LUlululu1616's solution](#)

104.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[LUlululu1616's solution](#)

105.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers
[LUlululu1616's solution](#)

106.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[LUlululu1616's solution](#)

107.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[LUlululu1616's solution](#)

108.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[LUlululu1616's solution](#)

109.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy
[LUlululu1616's solution](#)

110.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[LUlululu1616's solution](#)

111.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[LUlululu1616's solution](#)

112.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[LUlululu1616's solution](#)

113.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers
[LUlululu1616's solution](#)

114.

1994B

[Fun Game](#) · [Tutorial](#)

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

[LULululu1616's solution](#)

115.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LULululu1616's solution](#)

116.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LULululu1616's solution](#)

117.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[LULululu1616's solution](#)

118.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[LULululu1616's solution](#)

119.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[LULululu1616's solution](#)

120.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[LULululu1616's solution](#)

121.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,910 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[LULululu1616's solution](#)

122.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[LULululu1616's solution](#)

123.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LULululu1616's solution](#)

124.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LULululu1616's solution](#)

125.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[LUlululu1616's solution](#)

126.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[LUlululu1616's solution](#)

127.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[LUlululu1616's solution](#)

128.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[LUlululu1616's solution](#)

129.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LUlululu1616's solution](#)

130.

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

[LUlululu1616's solution](#)

131.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[LUlululu1616's solution](#)

132.

2053B

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

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

[LUlululu1616's solution](#)

133.

2003C

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

Quality: 21,660 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LUlululu1616's solution](#)

134.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[LUlululu1616's solution](#)

135.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[LULululu1616's solution](#)

136.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[LULululu1616's solution](#)

137.

1975C

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

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

[LULululu1616's solution](#)

138.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[LULululu1616's solution](#)

139.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LULululu1616's solution](#)

140.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[LULululu1616's solution](#)

141.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[LULululu1616's solution](#)

142.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[LULululu1616's solution](#)

143.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[LULululu1616's solution](#)

144.

1922B

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

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[LULululu1616's solution](#)

145.

1916C

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

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

[LUlululu1616's solution](#)

146.

1909B

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

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[LUlululu1616's solution](#)

147.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[LUlululu1616's solution](#)

148.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[LUlululu1616's solution](#)

149.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[LUlululu1616's solution](#)

150.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[LUlululu1616's solution](#)

151.

1860B

[Fancy Coins](#) · [Tutorial](#)

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

[LUlululu1616's solution](#)

152.

1859C

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

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

[LUlululu1616's solution](#)

153.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[LUlululu1616's solution](#)

154.

1834C

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

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

[LUlululu1616's solution](#)

155.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[LUlululu1616's solution](#)

156.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[LUlululu1616's solution](#)

157.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games
[LUlululu1616's solution](#)

158.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[LUlululu1616's solution](#)

159.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[LUlululu1616's solution](#)

160.

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
[LUlululu1616's solution](#)

161.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[LUlululu1616's solution](#)

162.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[LUlululu1616's solution](#)

163.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[LUlululu1616's solution](#)

164.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[LUlululu1616's solution](#)

165.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[LULululu1616's solution](#)

166.

1927D

[Find the Different Ones! · Tutorial](#)

Quality: 33,171 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[LULululu1616's solution](#)

167.

1922C

[Closest Cities · Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[LULululu1616's solution](#)

168.

1913C

[Game with Multiset · Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[LULululu1616's solution](#)

169.

1902C

[Insert and Equalize · Tutorial](#)

Quality: 16,975 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[LULululu1616's solution](#)

170.

1900C

[Anji's Binary Tree · Tutorial](#)

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[LULululu1616's solution](#)

171.

1862D

[Ice Cream Balls · Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[LULululu1616's solution](#)

172.

1857D

[Strong Vertices · Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees
[LULululu1616's solution](#)

173.

1839C

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

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[LULululu1616's solution](#)

174.

1676G

[White-Black Balanced Subtrees · Tutorial](#)

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[LULululu1616's solution](#)

175.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[LUlululu1616's solution](#)

176.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[LUlululu1616's solution](#)

177.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[LUlululu1616's solution](#)

178.

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
[LUlululu1616's solution](#)

179.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[LUlululu1616's solution](#)

180.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[LUlululu1616's solution](#)

181.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[LUlululu1616's solution](#)

182.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[LUlululu1616's solution](#)

183.

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
[LUlululu1616's solution](#)

184.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers
[LUlululu1616's solution](#)

185.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[LULululu1616's solution](#)

186.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[LULululu1616's solution](#)

187.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[LULululu1616's solution](#)

188.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[LULululu1616's solution](#)

189.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,479 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LULululu1616's solution](#)

190.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[LULululu1616's solution](#)

191.

1901C

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

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

[LULululu1616's solution](#)

192.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[LULululu1616's solution](#)

193.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[LULululu1616's solution](#)

194.

1875C

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

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

[LULululu1616's solution](#)

195.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[LUlululu1616's solution](#)

196.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy
[LUlululu1616's solution](#)

197.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LUlululu1616's solution](#)

198.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[LUlululu1616's solution](#)

199.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LUlululu1616's solution](#)

200.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[LUlululu1616's solution](#)

201.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LUlululu1616's solution](#)

202.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[LUlululu1616's solution](#)

203.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,834 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LUlululu1616's solution](#)

204.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LUlululu1616's solution](#)

205.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[LUlululu1616's solution](#)

206.

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

[LUlululu1616's solution](#)

207.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[LUlululu1616's solution](#)

208.

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

[LUlululu1616's solution](#)

209.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[LUlululu1616's solution](#)

210.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LUlululu1616's solution](#)

211.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[LUlululu1616's solution](#)

212.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[LUlululu1616's solution](#)

213.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[LUlululu1616's solution](#)

214.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LUlululu1616's solution](#)

215.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,011 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[LUlululu1616's solution](#)

216.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[LUlululu1616's solution](#)

217.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[LUlululu1616's solution](#)

218.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[LUlululu1616's solution](#)

219.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[LUlululu1616's solution](#)

220.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[LUlululu1616's solution](#)

221.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[LUlululu1616's solution](#)

222.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[LUlululu1616's solution](#)

223.

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

[LUlululu1616's solution](#)

224.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[LUlululu1616's solution](#)

225.

1994C

[Hungry Games](#) · [Tutorial](#)

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

[LUlululu1616's solution](#)

226.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[LUlululu1616's solution](#)

227.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[LUlululu1616's solution](#)

228.

1956C

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

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[LUlululu1616's solution](#)

229.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[LUlululu1616's solution](#)

230.

1928C

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

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

[LUlululu1616's solution](#)

231.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[LUlululu1616's solution](#)

232.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[LUlululu1616's solution](#)

233.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LUlululu1616's solution](#)

234.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LUlululu1616's solution](#)

235.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LUlululu1616's solution](#)

236.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[LUlululu1616's solution](#)

237.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,326 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[LUlululu1616's solution](#)

238.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LUlululu1616's solution](#)

239.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[LUlululu1616's solution](#)

240.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[LUlululu1616's solution](#)

241.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[LUlululu1616's solution](#)

242.

207D5

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 1600 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUlululu1616's solution](#)

243.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[LUlululu1616's solution](#)

244.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[LUlululu1616's solution](#)

245.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[LUlululu1616's solution](#)

246.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[LUlululu1616's solution](#)

247.

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

[LUlululu1616's solution](#)

248.

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

[LUlululu1616's solution](#)

249.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[LUlululu1616's solution](#)

250.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LUlululu1616's solution](#)

251.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[LUlululu1616's solution](#)

252.

1984C2

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

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

[LUlululu1616's solution](#)

253.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[LUlululu1616's solution](#)

254.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[LUlululu1616's solution](#)

255.

1942C2

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

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

[LULululu1616's solution](#)

256.

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

[LULululu1616's solution](#)

257.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[LULululu1616's solution](#)

258.

1901D

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

Quality: 8,592 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[LULululu1616's solution](#)

259.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[LULululu1616's solution](#)

260.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[LULululu1616's solution](#)

261.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[LULululu1616's solution](#)

262.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[LULululu1616's solution](#)

263.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LULululu1616's solution](#)

264.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[LULululu1616's solution](#)

265.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[LUlululu1616's solution](#)

266.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[LUlululu1616's solution](#)

267.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[LUlululu1616's solution](#)

268.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1700 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LUlululu1616's solution](#)

269.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,895 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[LUlululu1616's solution](#)

270.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[LUlululu1616's solution](#)

271.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[LUlululu1616's solution](#)

272.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[LUlululu1616's solution](#)

273.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[LUlululu1616's solution](#)

274.

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

[LUlululu1616's solution](#)

275.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[LUlululu1616's solution](#)

276.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[LUlululu1616's solution](#)

277.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[LUlululu1616's solution](#)

278.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[LUlululu1616's solution](#)

279.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[LUlululu1616's solution](#)

280.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings

[LUlululu1616's solution](#)

281.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[LUlululu1616's solution](#)

282.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[LUlululu1616's solution](#)

283.

1923D

[Slimes](#) · [Tutorial](#)

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

[LUlululu1616's solution](#)

284.

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

[LUlululu1616's solution](#)

285.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[LUlululu1616's solution](#)

286.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: math, ternary search

[LUlululu1616's solution](#)

287.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LUlululu1616's solution](#)

288.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[LUlululu1616's solution](#)

289.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings, two pointers

[LUlululu1616's solution](#)

290.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[LUlululu1616's solution](#)

291.

1862F

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

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[LUlululu1616's solution](#)

292.

220B

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

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[LUlululu1616's solution](#)

293.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[LUlululu1616's solution](#)

294.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[LUlululu1616's solution](#)

295.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[LULululu1616's solution](#)

296.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[LULululu1616's solution](#)

297.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[LULululu1616's solution](#)

298.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LULululu1616's solution](#)

299.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[LULululu1616's solution](#)

300.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[LULululu1616's solution](#)

301.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[LULululu1616's solution](#)

302.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[LULululu1616's solution](#)

303.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[LULululu1616's solution](#)

304.

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

[LULululu1616's solution](#)

305.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[LUlululu1616's solution](#)

306.

1994D

[Funny Game](#) · [Tutorial](#)

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

[LUlululu1616's solution](#)

307.

1980F1

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

Quality: 4,391 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[LUlululu1616's solution](#)

308.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[LUlululu1616's solution](#)

309.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[LUlululu1616's solution](#)

310.

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

[LUlululu1616's solution](#)

311.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[LUlululu1616's solution](#)

312.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[LUlululu1616's solution](#)

313.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[LUlululu1616's solution](#)

314.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[LUlululu1616's solution](#)

315.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees
[LULululu1616's solution](#)

316.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities
[LULululu1616's solution](#)

317.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[LULululu1616's solution](#)

318.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[LULululu1616's solution](#)

319.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths
[LULululu1616's solution](#)

320.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math
[LULululu1616's solution](#)

321.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[LULululu1616's solution](#)

322.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[LULululu1616's solution](#)

323.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[LULululu1616's solution](#)

324.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu
[LULululu1616's solution](#)

325.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2023-06-12 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[LUlululu1616's solution](#)

326.

96D

[Volleyball](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[LUlululu1616's solution](#)

327.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[LUlululu1616's solution](#)

328.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[LUlululu1616's solution](#)

329.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[LUlululu1616's solution](#)

330.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[LUlululu1616's solution](#)

331.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[LUlululu1616's solution](#)

332.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[LUlululu1616's solution](#)

333.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[LUlululu1616's solution](#)

334.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[LUlululu1616's solution](#)

335.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LUlululu1616's solution](#)

336.

514C

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

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2023-07-08 · last AC: 2024-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[LUlululu1616's solution](#)

337.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[LUlululu1616's solution](#)

338.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[LUlululu1616's solution](#)

339.

432D

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

Quality: 11,988 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[LUlululu1616's solution](#)

340.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LUlululu1616's solution](#)

341.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, trees

[LUlululu1616's solution](#)

342.

1984D

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

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

[LUlululu1616's solution](#)

343.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[LUlululu1616's solution](#)

344.

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[LUlululu1616's solution](#)

345.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[LUlululu1616's solution](#)

346.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math

[LUlululu1616's solution](#)

347.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[LUlululu1616's solution](#)

348.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,615 global accepts · Rating: 2000 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[LUlululu1616's solution](#)

349.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LUlululu1616's solution](#)

350.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[LUlululu1616's solution](#)

351.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LUlululu1616's solution](#)

352.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[LUlululu1616's solution](#)

353.

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[LUlululu1616's solution](#)

354.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LUlululu1616's solution](#)

355.

1862G

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

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[LUlululu1616's solution](#)

356.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[LUlululu1616's solution](#)

357.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[LUlululu1616's solution](#)

358.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[LUlululu1616's solution](#)

359.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[LUlululu1616's solution](#)

360.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[LUlululu1616's solution](#)

361.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[LUlululu1616's solution](#)

362.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[LUlululu1616's solution](#)

363.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2023-01-07 · last AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[LUlululu1616's solution](#)

364.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[LUlululu1616's solution](#)

365.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[LUlululu1616's solution](#)

366.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[LUlululu1616's solution](#)

367.

641E

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

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[LUlululu1616's solution](#)

368.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2022-02-25 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[LUlululu1616's solution](#)

369.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[LUlululu1616's solution](#)

370.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,854 global accepts · Rating: 2000 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[LUlululu1616's solution](#)

371.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[LUlululu1616's solution](#)

372.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[LUlululu1616's solution](#)

373.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[LUlululu1616's solution](#)

374.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[LUlululu1616's solution](#)

375.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[LUlululu1616's solution](#)

376.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

[LUlululu1616's solution](#)

377.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LUlululu1616's solution](#)

378.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

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379.

1863E

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380.

111C

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381.

2003D2

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

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382.

1446C

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Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

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383.

1163D

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Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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384.

321C

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385.

498C

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Quality: 4,186 global accepts · Rating: 2100 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory
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386.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
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387.

1930D2

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Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
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388.

1364D

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Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
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389.

788B

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Quality: 2,887 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
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390.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
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391.

1363D

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392.

894E

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393.

780E

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Quality: 2,974 global accepts · Rating: 2100 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
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394.

1671E

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395.

1886D

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

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396.

1252K

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Quality: 2,064 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

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397.

1856D

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Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[LUlululu1616's solution](#)

398.

1499D

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Quality: 7,041 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[LUlululu1616's solution](#)

399.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

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400.

1108F

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Quality: 3,572 global accepts · Rating: 2100 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

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401.

703D

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Quality: 4,062 global accepts · Rating: 2100 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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402.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LUlululu1616's solution](#)

403.

665E

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Quality: 4,424 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

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404.

496E

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Quality: 1,759 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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405.

207D4

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1614D1

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Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

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407.

609E

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Quality: 10,268 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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408.

519E

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Quality: 8,356 global accepts · Rating: 2100 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

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689D

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Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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410.

208E

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Quality: 8,920 global accepts · Rating: 2100 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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411.

1996G

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Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

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412.

1622E

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413.

2062D

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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

[LUlululu1616's solution](#)

414.

1477C

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Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[LUlululu1616's solution](#)

415.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2025-01-14 · last AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[LUlululu1616's solution](#)

416.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

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417.

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[LUlululu1616's solution](#)

418.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2024-07-17 · last AC: 2024-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[LUlululu1616's solution](#)

419.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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420.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

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421.

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

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422.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[LUlululu1616's solution](#)

423.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

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424.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[LUlululu1616's solution](#)

425.

1967B2

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Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
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426.

1954E

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Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
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427.

1806E

[Tree Master · Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
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428.

280C

[Game on Tree · Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees
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429.

1901E

[Compressed Tree · Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[LULululu1616's solution](#)

430.

1615D

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Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
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431.

52C

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Quality: 11,245 global accepts · Rating: 2200 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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432.

1196F

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433.

301D

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Quality: 3,022 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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434.

1795E

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435.

1583E

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Quality: 2,485 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

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436.

1272F

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Quality: 2,334 global accepts · Rating: 2200 · first AC: 2023-06-02 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

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437.

461C

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438.

559C

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Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

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439.

1114E

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440.

1860D

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441.

622E

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442.

1535E

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Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

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443.

1437E

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444.

526D

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445.

1295E

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446.

11D

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Quality: 6,387 global accepts · Rating: 2200 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs
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447.

733F

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448.

76A

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449.

920G

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450.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
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451.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings
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452.

1603C

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[LUlululu1616's solution](#)

453.

1188B

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Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers
[LUlululu1616's solution](#)

454.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, trees
[LUlululu1616's solution](#)

455.

2063E

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Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

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456.

2057E1

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457.

1916E

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458.

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

[LUlululu1616's solution](#)

459.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

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[LUlululu1616's solution](#)

460.

2006C

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[LUlululu1616's solution](#)

461.

802G3

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[LUlululu1616's solution](#)

462.

123D

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[LUlululu1616's solution](#)

463.

2002E

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[LUlululu1616's solution](#)

464.

1015F

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465.

856B

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Quality: 619 global accepts · Rating: 2300 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings, trees

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466.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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467.

1093G

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Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

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468.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2024-04-11 · last AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: flows

[LUlululu1616's solution](#)

469.

1967C

[Fenwick Tree](#) · [Tutorial](#)

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

[LUlululu1616's solution](#)

470.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[LUlululu1616's solution](#)

471.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-03-03 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[LUlululu1616's solution](#)

472.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[LUlululu1616's solution](#)

473.

1228E

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

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[LUlululu1616's solution](#)

474.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[LUlululu1616's solution](#)

475.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[LUlululu1616's solution](#)

476.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[LUlululu1616's solution](#)

477.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[LUlululu1616's solution](#)

478.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[LUlululu1616's solution](#)

479.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[LUlululu1616's solution](#)

480.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[LUlululu1616's solution](#)

481.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[LUlululu1616's solution](#)

482.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[LUlululu1616's solution](#)

483.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[LUlululu1616's solution](#)

484.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-06-11 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[LUlululu1616's solution](#)

485.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-08-16 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[LUlululu1616's solution](#)

486.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[LUlululu1616's solution](#)

487.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[LUlululu1616's solution](#)

488.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[LUlululu1616's solution](#)

489.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[LUlululu1616's solution](#)

490.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[LUlululu1616's solution](#)

491.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[LUlululu1616's solution](#)

492.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[LUlululu1616's solution](#)

493.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[LUlululu1616's solution](#)

494.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[LUlululu1616's solution](#)

495.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[LUlululu1616's solution](#)

496.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[LUlululu1616's solution](#)

497.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[LUlululu1616's solution](#)

498.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[LUlululu1616's solution](#)

499.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[LUlululu1616's solution](#)

500.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-04-17 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[LUlululu1616's solution](#)

501.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[LUlululu1616's solution](#)

502.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[LUlululu1616's solution](#)

503.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[LUlululu1616's solution](#)

504.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LUlululu1616's solution](#)

505.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures
[LUlululu1616's solution](#)

506.

673E

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

Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp
[LUlululu1616's solution](#)

507.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings
[LUlululu1616's solution](#)

508.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[LUlululu1616's solution](#)

509.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[LUlululu1616's solution](#)

510.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2022-03-08 · last AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[LUlululu1616's solution](#)

511.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[LUlululu1616's solution](#)

512.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: flows
[LUlululu1616's solution](#)

513.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[LUlululu1616's solution](#)

514.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[LUlululu1616's solution](#)

515.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[LUlululu1616's solution](#)

516.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[LUlululu1616's solution](#)

517.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-03-13 · last AC: 2024-02-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[LUlululu1616's solution](#)

518.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[LUlululu1616's solution](#)

519.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[LUlululu1616's solution](#)

520.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[LUlululu1616's solution](#)

521.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[LUlululu1616's solution](#)

522.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[LUlululu1616's solution](#)

523.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[LUlululu1616's solution](#)

524.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[LUlululu1616's solution](#)

525.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[LUlululu1616's solution](#)

526.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[LUlululu1616's solution](#)

527.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[LUlululu1616's solution](#)

528.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[LUlululu1616's solution](#)

529.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[LUlululu1616's solution](#)

530.

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[LUlululu1616's solution](#)

531.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[LUlululu1616's solution](#)

532.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[LUlululu1616's solution](#)

533.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LUlululu1616's solution](#)

534.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[LUlululu1616's solution](#)

535.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[LUlululu1616's solution](#)

536.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[LUlululu1616's solution](#)

537.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[LUlululu1616's solution](#)

538.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[LUlululu1616's solution](#)

539.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[LUlululu1616's solution](#)

540.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[LUlululu1616's solution](#)

541.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[LUlululu1616's solution](#)

542.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[LUlululu1616's solution](#)

543.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[LUlululu1616's solution](#)

544.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[LUlululu1616's solution](#)

545.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data

structures

[LULULULU1616's solution](#)

546.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[LULULULU1616's solution](#)

547.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[LULULULU1616's solution](#)

548.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[LULULULU1616's solution](#)

549.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[LULULULU1616's solution](#)

550.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[LULULULU1616's solution](#)

551.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[LULULULU1616's solution](#)

552.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, greedy, interactive

[LULULULU1616's solution](#)

553.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[LULULULU1616's solution](#)

554.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[LULULULU1616's solution](#)

555.

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

[LUlululu1616's solution](#)

556.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[LUlululu1616's solution](#)

557.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LUlululu1616's solution](#)

558.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[LUlululu1616's solution](#)

559.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[LUlululu1616's solution](#)

560.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[LUlululu1616's solution](#)

561.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[LUlululu1616's solution](#)

562.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[LUlululu1616's solution](#)

563.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees

[LUlululu1616's solution](#)

564.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[LUlululu1616's solution](#)

565.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs,

greedy

[LUlululu1616's solution](#)

566.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[LUlululu1616's solution](#)

567.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[LUlululu1616's solution](#)

568.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[LUlululu1616's solution](#)

569.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[LUlululu1616's solution](#)

570.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[LUlululu1616's solution](#)

571.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[LUlululu1616's solution](#)

572.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[LUlululu1616's solution](#)

573.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[LUlululu1616's solution](#)

574.

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[LUlululu1616's solution](#)

575.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

576.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[LUlululu1616's solution](#)

577.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[LUlululu1616's solution](#)

578.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2023-05-27 · last AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[LUlululu1616's solution](#)

579.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[LUlululu1616's solution](#)

580.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, trees

[LUlululu1616's solution](#)

581.

958F3

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

Quality: 921 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft

[LUlululu1616's solution](#)

582.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[LUlululu1616's solution](#)

583.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LUlululu1616's solution](#)

584.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[LUlululu1616's solution](#)

585.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[LUlululu1616's solution](#)

586.

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[LUlululu1616's solution](#)

587.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-06-01 · last AC: 2025-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[LUlululu1616's solution](#)

588.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[LUlululu1616's solution](#)

589.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[LUlululu1616's solution](#)

590.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[LUlululu1616's solution](#)

591.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[LUlululu1616's solution](#)

592.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[LUlululu1616's solution](#)

593.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[LUlululu1616's solution](#)

594.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[LUlululu1616's solution](#)

595.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUlululu1616's solution](#)

596.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows
[LUlululu1616's solution](#)

597.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[LUlululu1616's solution](#)

598.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[LUlululu1616's solution](#)

599.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[LUlululu1616's solution](#)

600.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[LUlululu1616's solution](#)

601.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[LUlululu1616's solution](#)

602.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[LUlululu1616's solution](#)

603.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[LUlululu1616's solution](#)

604.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[LUlululu1616's solution](#)

605.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[LUlululu1616's solution](#)

606.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[LUlululu1616's solution](#)

607.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-07-09 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities
[LUlululu1616's solution](#)

608.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[LUlululu1616's solution](#)

609.

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[LUlululu1616's solution](#)

610.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[LUlululu1616's solution](#)

611.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[LUlululu1616's solution](#)

612.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation
[LUlululu1616's solution](#)

613.

1270G

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

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[LUlululu1616's solution](#)

614.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings
[LUlululu1616's solution](#)

615.

1720E

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

Quality: 951 global accepts · Rating: 2700 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[LUlululu1616's solution](#)

616.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[LUlululu1616's solution](#)

617.

995F

[Cowcompany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[LUlululu1616's solution](#)

618.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[LUlululu1616's solution](#)

619.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[LUlululu1616's solution](#)

620.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[LUlululu1616's solution](#)

621.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-09-01 · last AC: 2025-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[LUlululu1616's solution](#)

622.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

623.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[LUlululu1616's solution](#)

624.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[LUlululu1616's solution](#)

625.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[LUlululu1616's solution](#)

626.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[LUlululu1616's solution](#)

627.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[LUlululu1616's solution](#)

628.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[LUlululu1616's solution](#)

629.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[LUlululu1616's solution](#)

630.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[LUlululu1616's solution](#)

631.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[LUlululu1616's solution](#)

632.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[LUlululu1616's solution](#)

633.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[LUlululu1616's solution](#)

634.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[LUlululu1616's solution](#)

635.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[LUlululu1616's solution](#)

636.

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[LUlululu1616's solution](#)

637.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-10-13 · last AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[LUlululu1616's solution](#)

638.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[LUlululu1616's solution](#)

639.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[LUlululu1616's solution](#)

640.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[LUlululu1616's solution](#)

641.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, shortest paths

[LUlululu1616's solution](#)

642.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[LUlululu1616's solution](#)

643.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[LUlululu1616's solution](#)

644.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[LUlululu1616's solution](#)

645.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, two pointers

[LUlulu1616's solution](#)

646.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[LUlulu1616's solution](#)

647.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[LUlulu1616's solution](#)

648.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[LUlulu1616's solution](#)

649.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[LUlulu1616's solution](#)

650.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[LUlulu1616's solution](#)

651.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LUlulu1616's solution](#)

652.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[LUlulu1616's solution](#)

653.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[LUlulu1616's solution](#)

654.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[LUlulu1616's solution](#)

655.

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[LUlululu1616's solution](#)

656.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[LUlululu1616's solution](#)

657.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[LUlululu1616's solution](#)

658.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[LUlululu1616's solution](#)

659.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[LUlululu1616's solution](#)

660.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[LUlululu1616's solution](#)

661.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[LUlululu1616's solution](#)

662.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[LUlululu1616's solution](#)

663.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LUlululu1616's solution](#)

664.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

665.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp,

graphs, sortings, trees

[LUlululu1616's solution](#)

666.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[LUlululu1616's solution](#)

667.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[LUlululu1616's solution](#)

668.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[LUlululu1616's solution](#)

669.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LUlululu1616's solution](#)

670.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[LUlululu1616's solution](#)

671.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LUlululu1616's solution](#)

672.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LUlululu1616's solution](#)

673.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[LUlululu1616's solution](#)

674.

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

[LUlululu1616's solution](#)

675.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[LUlululu1616's solution](#)

676.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[LUlululu1616's solution](#)

677.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[LUlululu1616's solution](#)

678.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-04-26 · last AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[LUlululu1616's solution](#)

679.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[LUlululu1616's solution](#)

680.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[LUlululu1616's solution](#)

681.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[LUlululu1616's solution](#)

682.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-11-17 · last AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[LUlululu1616's solution](#)

683.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2024-11-17 · last AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[LUlululu1616's solution](#)

684.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-11-17 · last AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[LUlululu1616's solution](#)

685.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: strings

[LUlululu1616's solution](#)

686.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[LUlululu1616's solution](#)

687.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu
[LUlululu1616's solution](#)

688.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[LUlululu1616's solution](#)

689.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: flows
[LUlululu1616's solution](#)

690.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[LUlululu1616's solution](#)

691.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities
[LUlululu1616's solution](#)

692.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings
[LUlululu1616's solution](#)

693.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[LUlululu1616's solution](#)

694.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[LUlululu1616's solution](#)

695.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[LUlululu1616's solution](#)

696.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
[LUlululu1616's solution](#)

697.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[LUlululu1616's solution](#)

698.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees
[LUlululu1616's solution](#)

699.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities
[LUlululu1616's solution](#)

700.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees
[LUlululu1616's solution](#)

701.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp
[LUlululu1616's solution](#)

702.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[LUlululu1616's solution](#)

703.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar
[LUlululu1616's solution](#)

704.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures
[LUlululu1616's solution](#)

705.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[LUlululu1616's solution](#)

706.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings
[LUlululu1616's solution](#)

707.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[LUlululu1616's solution](#)

708.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[LUlululu1616's solution](#)

709.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[LUlululu1616's solution](#)

710.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[LUlululu1616's solution](#)

711.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2025-04-24 · last AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[LUlululu1616's solution](#)

712.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[LUlululu1616's solution](#)

713.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[LUlululu1616's solution](#)

714.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

[LUlululu1616's solution](#)

715.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings, trees

[LUlululu1616's solution](#)

716.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[LUlululu1616's solution](#)

717.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-10-20 · last AC: 2024-02-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[LUlululu1616's solution](#)

718.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[LUlululu1616's solution](#)

719.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

720.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[LUlululu1616's solution](#)

721.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

722.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[LUlululu1616's solution](#)

723.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[LUlululu1616's solution](#)

724.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[LUlululu1616's solution](#)

725.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[LUlululu1616's solution](#)

726.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[LUlululu1616's solution](#)

727.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[LUlululu1616's solution](#)

728.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LUlululu1616's solution](#)

729.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[LUlululu1616's solution](#)

730.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[LUlululu1616's solution](#)

731.

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2025-07-08 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, matrices

[LUlululu1616's solution](#)

732.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-07-15 · last AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[LUlululu1616's solution](#)

733.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[LUlululu1616's solution](#)

734.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, probabilities

[LUlululu1616's solution](#)

735.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[LUlululu1616's solution](#)

736.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[LUlululu1616's solution](#)

737.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[LUlululu1616's solution](#)

738.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

739.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[LUlululu1616's solution](#)

740.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

741.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[LUlululu1616's solution](#)

742.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[LUlululu1616's solution](#)

743.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[LUlululu1616's solution](#)

744.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[LUlululu1616's solution](#)

745.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[LUlululu1616's solution](#)

746.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[LUlululu1616's solution](#)

747.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[LUlululu1616's solution](#)

748.

2096H

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

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[LUlululu1616's solution](#)

749.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[LUlululu1616's solution](#)

750.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-10-16 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive

[LUlululu1616's solution](#)

751.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[LUlululu1616's solution](#)

752.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[LUlululu1616's solution](#)

753.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[LUlululu1616's solution](#)

754.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[LUlululu1616's solution](#)

755.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[LUlululu1616's solution](#)

756.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[LUlululu1616's solution](#)

757.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, trees

[LULULULU1616's solution](#)

758.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[LULULULU1616's solution](#)

759.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[LULULULU1616's solution](#)

760.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-06-24 · last AC: 2024-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[LULULULU1616's solution](#)

761.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[LULULULU1616's solution](#)

762.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[LULULULU1616's solution](#)

763.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[LULULULU1616's solution](#)

764.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[LULULULU1616's solution](#)

765.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · last AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[LULULULU1616's solution](#)

766.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[LULULULU1616's solution](#)

767.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2026-03-15 · last AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[LUlululu1616's solution](#)

768.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[LUlululu1616's solution](#)

769.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[LUlululu1616's solution](#)

770.

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

[LUlululu1616's solution](#)

771.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[LUlululu1616's solution](#)

772.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs

[LUlululu1616's solution](#)

773.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[LUlululu1616's solution](#)

774.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing

[LUlululu1616's solution](#)

775.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2025-07-29 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[LUlululu1616's solution](#)

776.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

777.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

778.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[LUlululu1616's solution](#)

779.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

780.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-11-20 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[LUlululu1616's solution](#)

781.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-04-26 · last AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[LUlululu1616's solution](#)

782.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

783.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures

[LUlululu1616's solution](#)

784.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[LUlululu1616's solution](#)

785.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-27 · last AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[LUlululu1616's solution](#)

786.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[LUlululu1616's solution](#)

787.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LUlululu1616's solution](#)

788.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[LUlululu1616's solution](#)

789.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[LUlululu1616's solution](#)

790.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[LUlululu1616's solution](#)

791.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[LUlululu1616's solution](#)

792.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LUlululu1616's solution](#)

793.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[LUlululu1616's solution](#)

794.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[LUlululu1616's solution](#)

795.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[LUlululu1616's solution](#)

796.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[LUlululu1616's solution](#)

797.

2135E2

[Beyond the Palindrome \(Hard Version\) · Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[LUlululu1616's solution](#)

798.

2206A

[Compare Suffixes · Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[LUlululu1616's solution](#)

799.

1817F

[Entangled Substrings · Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[LUlululu1616's solution](#)

800.

2135F

[To the Infinity · Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees
[LUlululu1616's solution](#)

801.

1876G

[Clubstep · Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees
[LUlululu1616's solution](#)

802.

2187E

[Doors and Keys · Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[LUlululu1616's solution](#)

803.

2183I1

[Pairs Flipping \(Easy Version\) · Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[LUlululu1616's solution](#)

804.

2183H

[Minimise Cost · Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
[LUlululu1616's solution](#)

805.

2181K

[Knit the Grid · Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, matrices
[LUlululu1616's solution](#)

806.

1938M

[Zig-zag · Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[LUlululu1616's solution](#)

807.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[LUlululu1616's solution](#)

808.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: games

[LUlululu1616's solution](#)

809.

1930I

[Counting Is Fun](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[LUlululu1616's solution](#)

810.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[LUlululu1616's solution](#)

811.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[LUlululu1616's solution](#)

812.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[LUlululu1616's solution](#)

813.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[LUlululu1616's solution](#)

814.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[LUlululu1616's solution](#)

815.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, matrices

[LUlululu1616's solution](#)

816.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[LUlululu1616's solution](#)

817.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[LUlululu1616's solution](#)

818.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[LUlululu1616's solution](#)

819.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[LUlululu1616's solution](#)

820.

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-23 · last AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[LUlululu1616's solution](#)

821.

102331F

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

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[LUlululu1616's solution](#)

822.

102114I

[Innocence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LUlululu1616's solution](#)

823.

102059K

[Interesting Drug](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[LUlululu1616's solution](#)

824.

102253D

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LUlululu1616's solution](#)

825.

102129I

[Incomparable Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LUlululu1616's solution](#)

826.

101821D

[Search Engine](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LUlululu1616's solution](#)

827.

105833F

[Fair Forgery](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LUlululu1616's solution](#)

828.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[LUlululu1616's solution](#)

829.

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LUlululu1616's solution](#)

830.

undefined429

[Problem Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: *special

[LUlululu1616's solution](#)

831.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LUlululu1616's solution](#)

832.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LUlululu1616's solution](#)

833.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[LUlululu1616's solution](#)

834.

undefined171

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