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Unique solved — L Wave

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

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Filters: none

Count: 1,024

1.

1696A

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2.

1408A

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3.

1714C

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4.

2178A

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5.

1584A

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6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)

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7.

2180A

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8.

1764A

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9.

1566B

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10.

1566A

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11.

1411A

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12.

1656A

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13.

2034A

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14.

2039A

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15.

1257A

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16.

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17.

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18.

1810B

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19.

1810A

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20.

1844A

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21.

716A

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22.

1585A

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23.

1914A

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24.

1966A

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Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
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25.

888A

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26.

1833C

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27.

448A

[Rewards](#) · [Tutorial](#)

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28.

1509A

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29.

1686B

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30.

1426A

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31.

1348A

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32.

1870A

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33.

831B

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34.

1942A

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35.

1928A

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36.

1916A

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37.

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38.

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1716B

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1866A

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42.

1863A

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43.

1864A

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44.

1704A

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45.

1858A

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46.

1838A

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47.

1837A

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48.

1841A

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49.

1847A

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

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50.

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51.

1834A

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52.

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53.

1818A

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54.

1821A

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55.

1820A

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56.

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57.

1793A

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58.

1792A

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59.

1777A

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60.

1782A

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61.

1775A1

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62.

1783A

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63.

1768A

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64.

1671A

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65.

1761A

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66.

1767B

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67.

1767A

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68.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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69.

1747A

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70.

1728B

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71.

1728A

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72.

1720B

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73.

1711A

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74.

1692C

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75.

1692B

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76.

1692A

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77.

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78.

1658B

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79.

1658A

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80.

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81.

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82.

1629B

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83.

1629A

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84.

1631A

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85.

1638A

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86.

1637A

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87.

1632A

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Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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88.

1634A

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89.

1622A

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Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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90.

1624A

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91.

1626A

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92.

1633A

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Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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93.

1633B

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94.

1614A

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95.

1581A

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96.

1579A

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97.

1574A

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98.

1573A

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99.

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100.

1567A

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101.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-19 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[L_Wave's solution](#)

102.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,804 global accepts · Rating: 800 · first AC: 2021-08-19 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[L_Wave's solution](#)

103.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,519 global accepts · Rating: 800 · first AC: 2021-08-19 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[L_Wave's solution](#)

104.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[L_Wave's solution](#)

105.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[L_Wave's solution](#)

106.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[L_Wave's solution](#)

107.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[L_Wave's solution](#)

108.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[L_Wave's solution](#)

109.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[L_Wave's solution](#)

110.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[L_Wave's solution](#)

111.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[L_Wave's solution](#)

112.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[L_Wave's solution](#)

113.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[L_Wave's solution](#)

114.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

115.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

116.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[L_Wave's solution](#)

117.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[L_Wave's solution](#)

118.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[L_Wave's solution](#)

119.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,518 global accepts · Rating: 900 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[L_Wave's solution](#)

120.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[L_Wave's solution](#)

121.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[L_Wave's solution](#)

122.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[L_Wave's solution](#)

123.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[L_Wave's solution](#)

124.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[L_Wave's solution](#)

125.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math

[L_Wave's solution](#)

126.

1584B

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

Quality: 14,353 global accepts · Rating: 1000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[L_Wave's solution](#)

127.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[L_Wave's solution](#)

128.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1000 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[L_Wave's solution](#)

129.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[L_Wave's solution](#)

130.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[L_Wave's solution](#)

131.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[L_Wave's solution](#)

132.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[L_Wave's solution](#)

133.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[L_Wave's solution](#)

134.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[L_Wave's solution](#)

135.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[L_Wave's solution](#)

136.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[L_Wave's solution](#)

137.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[L_Wave's solution](#)

138.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[L_Wave's solution](#)

139.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[L_Wave's solution](#)

140.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

141.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[L_Wave's solution](#)

142.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[L_Wave's solution](#)

143.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[L_Wave's solution](#)

144.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[L_Wave's solution](#)

145.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[L_Wave's solution](#)

146.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[L_Wave's solution](#)

147.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[L_Wave's solution](#)

148.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[L_Wave's solution](#)

149.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,902 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[L_Wave's solution](#)

150.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[L_Wave's solution](#)

151.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[L_Wave's solution](#)

152.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[L_Wave's solution](#)

153.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[L_Wave's solution](#)

154.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[L_Wave's solution](#)

155.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,307 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[L_Wave's solution](#)

156.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[L_Wave's solution](#)

157.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[L_Wave's solution](#)

158.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-06 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[L_Wave's solution](#)

159.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[L_Wave's solution](#)

160.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[L_Wave's solution](#)

161.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[L_Wave's solution](#)

162.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[L_Wave's solution](#)

163.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[L_Wave's solution](#)

164.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[L_Wave's solution](#)

165.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[L_Wave's solution](#)

166.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[L_Wave's solution](#)

167.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[L_Wave's solution](#)

168.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[L_Wave's solution](#)

169.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[L_Wave's solution](#)

170.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[L_Wave's solution](#)

171.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers
[L_Wave's solution](#)

172.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[L_Wave's solution](#)

173.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[L_Wave's solution](#)

174.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[L_Wave's solution](#)

175.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[L_Wave's solution](#)

176.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[L_Wave's solution](#)

177.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 1100 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[L_Wave's solution](#)

178.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,558 global accepts · Rating: 1100 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[L_Wave's solution](#)

179.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[L_Wave's solution](#)

180.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[L_Wave's solution](#)

181.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[L_Wave's solution](#)

182.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[L_Wave's solution](#)

183.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[L_Wave's solution](#)

184.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[L_Wave's solution](#)

185.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[L_Wave's solution](#)

186.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-21 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[L_Wave's solution](#)

187.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2021-07-27 · last AC: 2021-07-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[L_Wave's solution](#)

188.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

189.

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[L_Wave's solution](#)

190.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[L_Wave's solution](#)

191.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[L_Wave's solution](#)

192.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[L_Wave's solution](#)

193.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: strings

[L_Wave's solution](#)

194.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings

[L_Wave's solution](#)

195.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[L_Wave's solution](#)

196.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[L_Wave's solution](#)

197.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[L_Wave's solution](#)

198.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,802 global accepts · Rating: 1200 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[L_Wave's solution](#)

199.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[L_Wave's solution](#)

200.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[L_Wave's solution](#)

201.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,115 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[L_Wave's solution](#)

202.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[L_Wave's solution](#)

203.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[L_Wave's solution](#)

204.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[L_Wave's solution](#)

205.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[L_Wave's solution](#)

206.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[L_Wave's solution](#)

207.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[L_Wave's solution](#)

208.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[L_Wave's solution](#)

209.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[L_Wave's solution](#)

210.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[L_Wave's solution](#)

211.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[L_Wave's solution](#)

212.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[L_Wave's solution](#)

213.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,349 global accepts · Rating: 1200 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[L_Wave's solution](#)

214.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-02-03 · last AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[L_Wave's solution](#)

215.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[L_Wave's solution](#)

216.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

217.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[L_Wave's solution](#)

218.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[L_Wave's solution](#)

219.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[L_Wave's solution](#)

220.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[L_Wave's solution](#)

221.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[L_Wave's solution](#)

222.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[L_Wave's solution](#)

223.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[L_Wave's solution](#)

224.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[L_Wave's solution](#)

225.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[L_Wave's solution](#)

226.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

227.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[L_Wave's solution](#)

228.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[L_Wave's solution](#)

229.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[L_Wave's solution](#)

230.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[L_Wave's solution](#)

231.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[L_Wave's solution](#)

232.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[L_Wave's solution](#)

233.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[L_Wave's solution](#)

234.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[L_Wave's solution](#)

235.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[L_Wave's solution](#)

236.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[L_Wave's solution](#)

237.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-19 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[L_Wave's solution](#)

238.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[L_Wave's solution](#)

239.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[L_Wave's solution](#)

240.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[L_Wave's solution](#)

241.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[L_Wave's solution](#)

242.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[L_Wave's solution](#)

243.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[L_Wave's solution](#)

244.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[L_Wave's solution](#)

245.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[L_Wave's solution](#)

246.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[L_Wave's solution](#)

247.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[L_Wave's solution](#)

248.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[L_Wave's solution](#)

249.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[L_Wave's solution](#)

250.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[L_Wave's solution](#)

251.

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[L_Wave's solution](#)

252.

1866B

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

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

253.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[L_Wave's solution](#)

254.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[L_Wave's solution](#)

255.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[L_Wave's solution](#)

256.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[L_Wave's solution](#)

257.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[L_Wave's solution](#)

258.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[L_Wave's solution](#)

259.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[L_Wave's solution](#)

260.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[L_Wave's solution](#)

261.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[L_Wave's solution](#)

262.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 1400 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[L_Wave's solution](#)

263.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[L_Wave's solution](#)

264.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[L_Wave's solution](#)

265.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[L_Wave's solution](#)

266.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[L_Wave's solution](#)

267.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[L_Wave's solution](#)

268.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[L_Wave's solution](#)

269.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[L_Wave's solution](#)

270.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: implementation

[L_Wave's solution](#)

271.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[L_Wave's solution](#)

272.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[L_Wave's solution](#)

273.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[L_Wave's solution](#)

274.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[L_Wave's solution](#)

275.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[L_Wave's solution](#)

276.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[L_Wave's solution](#)

277.

1818C

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

Rating: 1500 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[L_Wave's solution](#)

278.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[L_Wave's solution](#)

279.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[L_Wave's solution](#)

280.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[L_Wave's solution](#)

281.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[L_Wave's solution](#)

282.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[L_Wave's solution](#)

283.

1711C

[Color the Picture · Tutorial](#)

Rating: 1500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

284.

1005D

[Polycarp and Div 3 · Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-05-15 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[L_Wave's solution](#)

285.

1631C

[And Matching · Tutorial](#)

Rating: 1500 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[L_Wave's solution](#)

286.

978D

[Almost Arithmetic Progression · Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[L_Wave's solution](#)

287.

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[L_Wave's solution](#)

288.

250B

[Restoring IPv6 · Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[L_Wave's solution](#)

289.

853A

[Planning · Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2021-08-13 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: greedy

[L_Wave's solution](#)

290.

35C

[Fire Again · Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2021-08-10 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[L_Wave's solution](#)

291.

409H

[A + B Strikes Back · Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[L_Wave's solution](#)

292.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[L_Wave's solution](#)

293.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2021-07-28 · last AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[L_Wave's solution](#)

294.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[L_Wave's solution](#)

295.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[L_Wave's solution](#)

296.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[L_Wave's solution](#)

297.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[L_Wave's solution](#)

298.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[L_Wave's solution](#)

299.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[L_Wave's solution](#)

300.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[L_Wave's solution](#)

301.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-07-22 · last AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[L_Wave's solution](#)

302.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[L_Wave's solution](#)

303.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[L_Wave's solution](#)

304.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[L_Wave's solution](#)

305.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[L_Wave's solution](#)

306.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-11-03 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[L_Wave's solution](#)

307.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[L_Wave's solution](#)

308.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[L_Wave's solution](#)

309.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[L_Wave's solution](#)

310.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[L_Wave's solution](#)

311.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-06 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[L_Wave's solution](#)

312.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

[L_Wave's solution](#)

313.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: implementation, math

[L_Wave's solution](#)

314.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: *special, data structures, implementation

[L_Wave's solution](#)

315.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2021-07-29 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: dfs and similar

[L_Wave's solution](#)

316.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[L_Wave's solution](#)

317.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[L_Wave's solution](#)

318.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[L_Wave's solution](#)

319.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[L_Wave's solution](#)

320.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[L_Wave's solution](#)

321.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[L_Wave's solution](#)

322.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[L_Wave's solution](#)

323.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[L_Wave's solution](#)

324.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[L_Wave's solution](#)

325.

1916D

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

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

326.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[L_Wave's solution](#)

327.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[L_Wave's solution](#)

328.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[L_Wave's solution](#)

329.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[L_Wave's solution](#)

330.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[L_Wave's solution](#)

331.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[L_Wave's solution](#)

332.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[L_Wave's solution](#)

333.

518D

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

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[L_Wave's solution](#)

334.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math
[L_Wave's solution](#)

335.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[L_Wave's solution](#)

336.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings
[L_Wave's solution](#)

337.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[L_Wave's solution](#)

338.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings
[L_Wave's solution](#)

339.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,388 global accepts · Rating: 1700 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: implementation
[L_Wave's solution](#)

340.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[L_Wave's solution](#)

341.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[L_Wave's solution](#)

342.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[L_Wave's solution](#)

343.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[L_Wave's solution](#)

344.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[L_Wave's solution](#)

345.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[L_Wave's solution](#)

346.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[L_Wave's solution](#)

347.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[L_Wave's solution](#)

348.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[L_Wave's solution](#)

349.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[L_Wave's solution](#)

350.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[L_Wave's solution](#)

351.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[L_Wave's solution](#)

352.

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[L_Wave's solution](#)

353.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[L_Wave's solution](#)

354.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[L_Wave's solution](#)

355.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[L_Wave's solution](#)

356.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[L_Wave's solution](#)

357.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[L_Wave's solution](#)

358.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[L_Wave's solution](#)

359.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[L_Wave's solution](#)

360.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[L_Wave's solution](#)

361.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[L_Wave's solution](#)

362.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[L_Wave's solution](#)

363.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[L_Wave's solution](#)

364.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2021-08-08 · last AC: 2021-09-10 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[L_Wave's solution](#)

365.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[L_Wave's solution](#)

366.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[L_Wave's solution](#)

367.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 1800 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[L_Wave's solution](#)

368.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[L_Wave's solution](#)

369.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation, strings

[L_Wave's solution](#)

370.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[L_Wave's solution](#)

371.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[L_Wave's solution](#)

372.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, sortings

[L_Wave's solution](#)

373.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[L_Wave's solution](#)

374.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[L_Wave's solution](#)

375.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[L_Wave's solution](#)

376.

1909I

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

Quality: 176 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[L_Wave's solution](#)

377.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[L_Wave's solution](#)

378.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[L_Wave's solution](#)

379.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[L_Wave's solution](#)

380.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[L_Wave's solution](#)

381.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[L_Wave's solution](#)

382.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[L_Wave's solution](#)

383.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,403 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[L_Wave's solution](#)

384.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[L_Wave's solution](#)

385.

1928D

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

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[L_Wave's solution](#)

386.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[L_Wave's solution](#)

387.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[L_Wave's solution](#)

388.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[L_Wave's solution](#)

389.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[L_Wave's solution](#)

390.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[L_Wave's solution](#)

391.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[L_Wave's solution](#)

392.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[L_Wave's solution](#)

393.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[L_Wave's solution](#)

394.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[L_Wave's solution](#)

395.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[L_Wave's solution](#)

396.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[L_Wave's solution](#)

397.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[L_Wave's solution](#)

398.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[L_Wave's solution](#)

399.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[L_Wave's solution](#)

400.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[L_Wave's solution](#)

401.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[L_Wave's solution](#)

402.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2022-11-03 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[L_Wave's solution](#)

403.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[L_Wave's solution](#)

404.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[L_Wave's solution](#)

405.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,911 global accepts · Rating: 1900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[L_Wave's solution](#)

406.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2026-02-17 · last AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[L_Wave's solution](#)

407.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[L_Wave's solution](#)

408.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[L_Wave's solution](#)

409.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[L_Wave's solution](#)

410.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, interactive, math

[L_Wave's solution](#)

411.

1764D

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

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[L_Wave's solution](#)

412.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[L_Wave's solution](#)

413.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[L_Wave's solution](#)

414.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[L_Wave's solution](#)

415.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[L_Wave's solution](#)

416.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[L_Wave's solution](#)

417.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[L_Wave's solution](#)

418.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[L_Wave's solution](#)

419.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[L_Wave's solution](#)

420.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[L_Wave's solution](#)

421.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[L_Wave's solution](#)

422.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

423.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[L_Wave's solution](#)

424.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[L_Wave's solution](#)

425.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[L_Wave's solution](#)

426.

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[L_Wave's solution](#)

427.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[L_Wave's solution](#)

428.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[L_Wave's solution](#)

429.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[L_Wave's solution](#)

430.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[L_Wave's solution](#)

431.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two

pointers

[L_Wave's solution](#)

432.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[L_Wave's solution](#)

433.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[L_Wave's solution](#)

434.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[L_Wave's solution](#)

435.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[L_Wave's solution](#)

436.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[L_Wave's solution](#)

437.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[L_Wave's solution](#)

438.

817E

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

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2022-11-03 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[L_Wave's solution](#)

439.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[L_Wave's solution](#)

440.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[L_Wave's solution](#)

441.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[L_Wave's solution](#)

442.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[L_Wave's solution](#)

443.

514C

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

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[L_Wave's solution](#)

444.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[L_Wave's solution](#)

445.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[L_Wave's solution](#)

446.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[L_Wave's solution](#)

447.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[L_Wave's solution](#)

448.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[L_Wave's solution](#)

449.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[L_Wave's solution](#)

450.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[L_Wave's solution](#)

451.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[L_Wave's solution](#)

452.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[L_Wave's solution](#)

453.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math

[L_Wave's solution](#)

454.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[L_Wave's solution](#)

455.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[L_Wave's solution](#)

456.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[L_Wave's solution](#)

457.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[L_Wave's solution](#)

458.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[L_Wave's solution](#)

459.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[L_Wave's solution](#)

460.

111C

[Petya and Spiders](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu

[L_Wave's solution](#)

461.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[L_Wave's solution](#)

462.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-09-02 · last AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[L_Wave's solution](#)

463.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[L_Wave's solution](#)

464.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[L_Wave's solution](#)

465.

128B

[String](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[L_Wave's solution](#)

466.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[L_Wave's solution](#)

467.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[L_Wave's solution](#)

468.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[L_Wave's solution](#)

469.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[L_Wave's solution](#)

470.

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[L_Wave's solution](#)

471.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[L_Wave's solution](#)

472.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[L_Wave's solution](#)

473.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[L_Wave's solution](#)

474.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[L_Wave's solution](#)

475.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[L_Wave's solution](#)

476.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[L_Wave's solution](#)

477.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[L_Wave's solution](#)

478.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[L_Wave's solution](#)

479.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[L_Wave's solution](#)

480.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[L_Wave's solution](#)

481.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[L_Wave's solution](#)

482.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[L_Wave's solution](#)

483.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[L_Wave's solution](#)

484.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[L_Wave's solution](#)

485.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[L_Wave's solution](#)

486.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[L_Wave's solution](#)

487.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[L_Wave's solution](#)

488.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[L_Wave's solution](#)

489.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[L_Wave's solution](#)

490.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[L_Wave's solution](#)

491.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[L_Wave's solution](#)

492.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[L_Wave's solution](#)

493.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[L_Wave's solution](#)

494.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[L_Wave's solution](#)

495.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[L_Wave's solution](#)

496.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-12-20 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[L_Wave's solution](#)

497.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[L_Wave's solution](#)

498.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[L_Wave's solution](#)

499.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[L_Wave's solution](#)

500.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities

[L_Wave's solution](#)

501.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[L_Wave's solution](#)

502.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[L_Wave's solution](#)

503.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[L_Wave's solution](#)

504.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[L_Wave's solution](#)

505.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-10-31 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[L_Wave's solution](#)

506.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-10-31 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[L_Wave's solution](#)

507.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-10-31 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[L_Wave's solution](#)

508.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[L_Wave's solution](#)

509.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[L_Wave's solution](#)

510.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[L_Wave's solution](#)

511.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[L_Wave's solution](#)

512.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[L_Wave's solution](#)

513.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy

[L_Wave's solution](#)

514.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[L_Wave's solution](#)

515.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing

[L_Wave's solution](#)

516.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[L_Wave's solution](#)

517.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings

[L_Wave's solution](#)

518.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[L_Wave's solution](#)

519.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[L_Wave's solution](#)

520.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[L_Wave's solution](#)

521.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[L_Wave's solution](#)

522.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[L_Wave's solution](#)

523.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[L_Wave's solution](#)

524.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[L_Wave's solution](#)

525.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities

[L_Wave's solution](#)

526.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[L_Wave's solution](#)

527.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[L_Wave's solution](#)

528.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[L_Wave's solution](#)

529.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[L_Wave's solution](#)

530.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[L_Wave's solution](#)

531.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[L_Wave's solution](#)

532.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-12-22 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[L_Wave's solution](#)

533.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[L_Wave's solution](#)

534.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[L_Wave's solution](#)

535.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[L_Wave's solution](#)

536.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[L_Wave's solution](#)

537.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[L_Wave's solution](#)

538.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[L_Wave's solution](#)

539.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[L_Wave's solution](#)

540.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[L_Wave's solution](#)

541.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[L_Wave's solution](#)

542.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees
[L_Wave's solution](#)

543.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[L_Wave's solution](#)

544.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[L_Wave's solution](#)

545.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[L_Wave's solution](#)

546.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[L_Wave's solution](#)

547.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[L_Wave's solution](#)

548.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[L_Wave's solution](#)

549.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[L_Wave's solution](#)

550.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[L_Wave's solution](#)

551.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[L_Wave's solution](#)

552.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[L_Wave's solution](#)

553.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[L_Wave's solution](#)

554.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[L_Wave's solution](#)

555.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[L_Wave's solution](#)

556.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[L_Wave's solution](#)

557.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[L_Wave's solution](#)

558.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[L_Wave's solution](#)

559.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[L_Wave's solution](#)

560.

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[L_Wave's solution](#)

561.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[L_Wave's solution](#)

562.

1879E

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

Quality: 1,578 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[L_Wave's solution](#)

563.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[L_Wave's solution](#)

564.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[L_Wave's solution](#)

565.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[L_Wave's solution](#)

566.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[L_Wave's solution](#)

567.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
[L_Wave's solution](#)

568.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory
[L_Wave's solution](#)

569.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[L_Wave's solution](#)

570.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[L_Wave's solution](#)

571.

21D

[Traveling Graph · Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graph matchings, graphs
[L_Wave's solution](#)

572.

786C

[Till I Collapse · Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[L_Wave's solution](#)

573.

1137D

[Cooperative Game · Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[L_Wave's solution](#)

574.

1051F

[The Shortest Statement · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees
[L_Wave's solution](#)

575.

83D

[Numbers · Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[L_Wave's solution](#)

576.

1442C

[Graph Transpositions · Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[L_Wave's solution](#)

577.

601D

[Acyclic Organic Compounds · Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[L_Wave's solution](#)

578.

585C

[Alice, Bob, Oranges and Apples · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[L_Wave's solution](#)

579.

1866L

[Lihmuf Balling · Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[L_Wave's solution](#)

580.

837F

[Prefix Sums · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[L_Wave's solution](#)

581.

959F

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

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

[L_Wave's solution](#)

582.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[L_Wave's solution](#)

583.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[L_Wave's solution](#)

584.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[L_Wave's solution](#)

585.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[L_Wave's solution](#)

586.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[L_Wave's solution](#)

587.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[L_Wave's solution](#)

588.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[L_Wave's solution](#)

589.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[L_Wave's solution](#)

590.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[L_Wave's solution](#)

591.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[L_Wave's solution](#)

592.

1436E

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

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[L_Wave's solution](#)

593.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[L_Wave's solution](#)

594.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[L_Wave's solution](#)

595.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[L_Wave's solution](#)

596.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[L_Wave's solution](#)

597.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[L_Wave's solution](#)

598.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[L_Wave's solution](#)

599.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[L_Wave's solution](#)

600.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[L_Wave's solution](#)

601.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[L_Wave's solution](#)

602.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[L_Wave's solution](#)

603.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[L_Wave's solution](#)

604.

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[L_Wave's solution](#)

605.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[L_Wave's solution](#)

606.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[L_Wave's solution](#)

607.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[L_Wave's solution](#)

608.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[L_Wave's solution](#)

609.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[L_Wave's solution](#)

610.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[L_Wave's solution](#)

611.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[L_Wave's solution](#)

612.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[L_Wave's solution](#)

613.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[L_Wave's solution](#)

614.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-08-06 · last AC: 2021-08-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[L_Wave's solution](#)

615.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[L_Wave's solution](#)

616.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[L_Wave's solution](#)

617.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[L_Wave's solution](#)

618.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[L_Wave's solution](#)

619.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[L_Wave's solution](#)

620.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[L_Wave's solution](#)

621.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[L_Wave's solution](#)

622.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[L_Wave's solution](#)

623.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graph matchings, greedy

[L_Wave's solution](#)

624.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[L_Wave's solution](#)

625.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[L_Wave's solution](#)

626.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[L_Wave's solution](#)

627.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[L_Wave's solution](#)

628.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[L_Wave's solution](#)

629.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[L_Wave's solution](#)

630.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[L_Wave's solution](#)

631.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[L_Wave's solution](#)

632.

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[L_Wave's solution](#)

633.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[L_Wave's solution](#)

634.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[L_Wave's solution](#)

635.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[L_Wave's solution](#)

636.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[L_Wave's solution](#)

637.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[L_Wave's solution](#)

638.

1030F

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

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[L_Wave's solution](#)

639.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[L_Wave's solution](#)

640.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[L_Wave's solution](#)

641.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[L_Wave's solution](#)

642.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[L_Wave's solution](#)

643.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[L_Wave's solution](#)

644.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[L_Wave's solution](#)

645.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-09-08 · last AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[L_Wave's solution](#)

646.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[L_Wave's solution](#)

647.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, interactive, sortings

[L_Wave's solution](#)

648.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[L_Wave's solution](#)

649.

1725K

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[L_Wave's solution](#)

650.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[L_Wave's solution](#)

651.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[L_Wave's solution](#)

652.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[L_Wave's solution](#)

653.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[L_Wave's solution](#)

654.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[L_Wave's solution](#)

655.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[L_Wave's solution](#)

656.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-05-26 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[L_Wave's solution](#)

657.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[L_Wave's solution](#)

658.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[L_Wave's solution](#)

659.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[L_Wave's solution](#)

660.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[L_Wave's solution](#)

661.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu
[L_Wave's solution](#)

662.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[L_Wave's solution](#)

663.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[L_Wave's solution](#)

664.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[L_Wave's solution](#)

665.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[L_Wave's solution](#)

666.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[L_Wave's solution](#)

667.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[L_Wave's solution](#)

668.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive, math
[L_Wave's solution](#)

669.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
[L_Wave's solution](#)

670.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[L_Wave's solution](#)

671.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[L_Wave's solution](#)

672.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[L_Wave's solution](#)

673.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[L_Wave's solution](#)

674.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 2600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[L_Wave's solution](#)

675.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[L_Wave's solution](#)

676.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[L_Wave's solution](#)

677.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[L_Wave's solution](#)

678.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[L_Wave's solution](#)

679.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[L_Wave's solution](#)

680.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[L_Wave's solution](#)

681.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[L_Wave's solution](#)

682.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[L_Wave's solution](#)

683.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy

[L_Wave's solution](#)

684.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[L_Wave's solution](#)

685.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[L_Wave's solution](#)

686.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[L_Wave's solution](#)

687.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[L_Wave's solution](#)

688.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[L_Wave's solution](#)

689.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[L_Wave's solution](#)

690.

1153F

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

Quality: 931 global accepts · Rating: 2600 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[L_Wave's solution](#)

691.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[L_Wave's solution](#)

692.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[L_Wave's solution](#)

693.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[L_Wave's solution](#)

694.

2006D

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

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[L_Wave's solution](#)

695.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[L_Wave's solution](#)

696.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[L_Wave's solution](#)

697.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[L_Wave's solution](#)

698.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[L_Wave's solution](#)

699.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-07-04 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[L_Wave's solution](#)

700.

1681E

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

Quality: 940 global accepts · Rating: 2600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[L_Wave's solution](#)

701.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[L_Wave's solution](#)

702.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, fft, math, number theory

[L_Wave's solution](#)

703.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[L_Wave's solution](#)

704.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[L_Wave's solution](#)

705.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[L_Wave's solution](#)

706.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-13 · last AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[L_Wave's solution](#)

707.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[L_Wave's solution](#)

708.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[L_Wave's solution](#)

709.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[L_Wave's solution](#)

710.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[L_Wave's solution](#)

711.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[L_Wave's solution](#)

712.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: greedy

[L_Wave's solution](#)

713.

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[L_Wave's solution](#)

714.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[L_Wave's solution](#)

715.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[L_Wave's solution](#)

716.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[L_Wave's solution](#)

717.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[L_Wave's solution](#)

718.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[L_Wave's solution](#)

719.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[L_Wave's solution](#)

720.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[L_Wave's solution](#)

721.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[L_Wave's solution](#)

722.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[L_Wave's solution](#)

723.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs
[L_Wave's solution](#)

724.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[L_Wave's solution](#)

725.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation
[L_Wave's solution](#)

726.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[L_Wave's solution](#)

727.

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[L_Wave's solution](#)

728.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
[L_Wave's solution](#)

729.

1270G

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

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[L_Wave's solution](#)

730.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[L_Wave's solution](#)

731.

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[L_Wave's solution](#)

732.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[L_Wave's solution](#)

733.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, math, matrices
[L_Wave's solution](#)

734.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers
[L_Wave's solution](#)

735.

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[L_Wave's solution](#)

736.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices
[L_Wave's solution](#)

737.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[L_Wave's solution](#)

738.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[L_Wave's solution](#)

739.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[L_Wave's solution](#)

740.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[L_Wave's solution](#)

741.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[L_Wave's solution](#)

742.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation

[L_Wave's solution](#)

743.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[L_Wave's solution](#)

744.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-12-07 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[L_Wave's solution](#)

745.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[L_Wave's solution](#)

746.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[L_Wave's solution](#)

747.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2700 · first AC: 2023-06-17 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[L_Wave's solution](#)

748.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[L_Wave's solution](#)

749.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[L_Wave's solution](#)

750.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[L_Wave's solution](#)

751.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[L_Wave's solution](#)

752.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[L_Wave's solution](#)

753.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-23 · last AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[L_Wave's solution](#)

754.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[L_Wave's solution](#)

755.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[L_Wave's solution](#)

756.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[L_Wave's solution](#)

757.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[L_Wave's solution](#)

758.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[L_Wave's solution](#)

759.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[L_Wave's solution](#)

760.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[L_Wave's solution](#)

761.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[L_Wave's solution](#)

762.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[L_Wave's solution](#)

763.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[L_Wave's solution](#)

764.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[L_Wave's solution](#)

765.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[L_Wave's solution](#)

766.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[L_Wave's solution](#)

767.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[L_Wave's solution](#)

768.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[L_Wave's solution](#)

769.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[L_Wave's solution](#)

770.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[L_Wave's solution](#)

771.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[L_Wave's solution](#)

772.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[L_Wave's solution](#)

773.

2127F

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

Quality: 1,072 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[L_Wave's solution](#)

774.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[L_Wave's solution](#)

775.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[L_Wave's solution](#)

776.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[L_Wave's solution](#)

777.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[L_Wave's solution](#)

778.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[L_Wave's solution](#)

779.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[L_Wave's solution](#)

780.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, two pointers

[L_Wave's solution](#)

781.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[L_Wave's solution](#)

782.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[L_Wave's solution](#)

783.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees

[L_Wave's solution](#)

784.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[L_Wave's solution](#)

785.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[L_Wave's solution](#)

786.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2023-11-11 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[L_Wave's solution](#)

787.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[L_Wave's solution](#)

788.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[L_Wave's solution](#)

789.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[L_Wave's solution](#)

790.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[L_Wave's solution](#)

791.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[L_Wave's solution](#)

792.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[L_Wave's solution](#)

793.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[L_Wave's solution](#)

794.

2211G

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

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[L_Wave's solution](#)

795.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings, trees

[L_Wave's solution](#)

796.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[L_Wave's solution](#)

797.

2196E1

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

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[L_Wave's solution](#)

798.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[L_Wave's solution](#)

799.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2025-04-24 · last AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[L_Wave's solution](#)

800.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[L_Wave's solution](#)

801.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[L_Wave's solution](#)

802.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[L_Wave's solution](#)

803.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[L_Wave's solution](#)

804.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[L_Wave's solution](#)

805.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle

[L_Wave's solution](#)

806.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[L_Wave's solution](#)

807.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[L_Wave's solution](#)

808.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[L_Wave's solution](#)

809.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[L_Wave's solution](#)

810.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[L_Wave's solution](#)

811.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp,

greedy, trees

[L_Wave's solution](#)

812.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices

[L_Wave's solution](#)

813.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[L_Wave's solution](#)

814.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[L_Wave's solution](#)

815.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[L_Wave's solution](#)

816.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[L_Wave's solution](#)

817.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[L_Wave's solution](#)

818.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[L_Wave's solution](#)

819.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[L_Wave's solution](#)

820.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[L_Wave's solution](#)

821.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: flows

[L_Wave's solution](#)

822.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[L_Wave's solution](#)

823.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[L_Wave's solution](#)

824.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[L_Wave's solution](#)

825.

2018F1

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

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

[L_Wave's solution](#)

826.

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[L_Wave's solution](#)

827.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-09-20 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[L_Wave's solution](#)

828.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[L_Wave's solution](#)

829.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[L_Wave's solution](#)

830.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: flows

[L_Wave's solution](#)

831.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[L_Wave's solution](#)

832.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[L_Wave's solution](#)

833.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[L_Wave's solution](#)

834.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[L_Wave's solution](#)

835.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[L_Wave's solution](#)

836.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[L_Wave's solution](#)

837.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[L_Wave's solution](#)

838.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[L_Wave's solution](#)

839.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[L_Wave's solution](#)

840.

2196E2

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

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[L_Wave's solution](#)

841.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[L_Wave's solution](#)

842.

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[L_Wave's solution](#)

843.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[L_Wave's solution](#)

844.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[L_Wave's solution](#)

845.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[L_Wave's solution](#)

846.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, matrices

[L_Wave's solution](#)

847.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[L_Wave's solution](#)

848.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[L_Wave's solution](#)

849.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[L_Wave's solution](#)

850.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[L_Wave's solution](#)

851.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[L_Wave's solution](#)

852.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[L_Wave's solution](#)

853.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[L_Wave's solution](#)

854.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[L_Wave's solution](#)

855.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[L_Wave's solution](#)

856.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[L_Wave's solution](#)

857.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[L_Wave's solution](#)

858.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[L_Wave's solution](#)

859.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[L_Wave's solution](#)

860.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[L_Wave's solution](#)

861.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[L_Wave's solution](#)

862.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[L_Wave's solution](#)

863.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[L_Wave's solution](#)

864.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[L_Wave's solution](#)

865.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[L_Wave's solution](#)

866.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[L_Wave's solution](#)

867.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[L_Wave's solution](#)

868.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[L_Wave's solution](#)

869.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[L_Wave's solution](#)

870.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, expression parsing

[L_Wave's solution](#)

871.

2018F2

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

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[L_Wave's solution](#)

872.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[L_Wave's solution](#)

873.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[L_Wave's solution](#)

874.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[L_Wave's solution](#)

875.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[L_Wave's solution](#)

876.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[L_Wave's solution](#)

877.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[L_Wave's solution](#)

878.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[L_Wave's solution](#)

879.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[L_Wave's solution](#)

880.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 3100 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[L_Wave's solution](#)

881.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[L_Wave's solution](#)

882.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[L_Wave's solution](#)

883.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, trees

[L_Wave's solution](#)

884.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, trees

[L_Wave's solution](#)

885.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[L_Wave's solution](#)

886.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[L_Wave's solution](#)

887.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[L_Wave's solution](#)

888.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[L_Wave's solution](#)

889.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[L_Wave's solution](#)

890.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[L_Wave's solution](#)

891.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,220 global accepts · Rating: 3100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, trees

[L_Wave's solution](#)

892.

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, matrices

[L_Wave's solution](#)

893.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[L_Wave's solution](#)

894.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[L_Wave's solution](#)

895.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities
[L_Wave's solution](#)

896.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, trees
[L_Wave's solution](#)

897.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math
[L_Wave's solution](#)

898.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings
[L_Wave's solution](#)

899.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[L_Wave's solution](#)

900.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers
[L_Wave's solution](#)

901.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[L_Wave's solution](#)

902.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[L_Wave's solution](#)

903.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games
[L_Wave's solution](#)

904.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[L_Wave's solution](#)

905.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[L_Wave's solution](#)

906.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[L_Wave's solution](#)

907.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[L_Wave's solution](#)

908.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[L_Wave's solution](#)

909.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[L_Wave's solution](#)

910.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[L_Wave's solution](#)

911.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[L_Wave's solution](#)

912.

2018F3

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

Quality: 310 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[L_Wave's solution](#)

913.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[L_Wave's solution](#)

914.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[L_Wave's solution](#)

915.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[L_Wave's solution](#)

916.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[L_Wave's solution](#)

917.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[L_Wave's solution](#)

918.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[L_Wave's solution](#)

919.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, trees

[L_Wave's solution](#)

920.

2096H

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

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[L_Wave's solution](#)

921.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp

[L_Wave's solution](#)

922.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[L_Wave's solution](#)

923.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2026-01-03 · last AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, interactive

[L_Wave's solution](#)

924.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[L_Wave's solution](#)

925.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: interactive, math, number theory

[L_Wave's solution](#)

926.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[L_Wave's solution](#)

927.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[L_Wave's solution](#)

928.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[L_Wave's solution](#)

929.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[L_Wave's solution](#)

930.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[L_Wave's solution](#)

931.

1584G

[Eligible Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3200 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[L_Wave's solution](#)

932.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[L_Wave's solution](#)

933.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[L_Wave's solution](#)

934.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[L_Wave's solution](#)

935.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[L_Wave's solution](#)

936.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[L_Wave's solution](#)

937.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[L_Wave's solution](#)

938.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees

[L_Wave's solution](#)

939.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[L_Wave's solution](#)

940.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[L_Wave's solution](#)

941.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[L_Wave's solution](#)

942.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[L_Wave's solution](#)

943.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[L_Wave's solution](#)

944.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[L_Wave's solution](#)

945.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[L_Wave's solution](#)

946.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2024-09-13 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[L_Wave's solution](#)

947.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[L_Wave's solution](#)

948.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[L_Wave's solution](#)

949.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-05-09 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[L_Wave's solution](#)

950.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[L_Wave's solution](#)

951.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[L_Wave's solution](#)

952.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[L_Wave's solution](#)

953.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[L_Wave's solution](#)

954.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[L_Wave's solution](#)

955.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[L_Wave's solution](#)

956.

1641E

[Special Positions](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[L_Wave's solution](#)

957.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[L_Wave's solution](#)

958.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2026-01-01 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[L_Wave's solution](#)

959.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy

[L_Wave's solution](#)

960.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[L_Wave's solution](#)

961.

2178I

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

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[L_Wave's solution](#)

962.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[L_Wave's solution](#)

963.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[L_Wave's solution](#)

964.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[L_Wave's solution](#)

965.

2147I1

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

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[L_Wave's solution](#)

966.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 3300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy
[L_Wave's solution](#)

967.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing
[L_Wave's solution](#)

968.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[L_Wave's solution](#)

969.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[L_Wave's solution](#)

970.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees
[L_Wave's solution](#)

971.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[L_Wave's solution](#)

972.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[L_Wave's solution](#)

973.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[L_Wave's solution](#)

974.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[L_Wave's solution](#)

975.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows
[L_Wave's solution](#)

976.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[L_Wave's solution](#)

977.

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[L_Wave's solution](#)

978.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, trees

[L_Wave's solution](#)

979.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[L_Wave's solution](#)

980.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[L_Wave's solution](#)

981.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[L_Wave's solution](#)

982.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[L_Wave's solution](#)

983.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 3400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[L_Wave's solution](#)

984.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[L_Wave's solution](#)

985.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math

[L_Wave's solution](#)

986.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[L_Wave's solution](#)

987.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[L_Wave's solution](#)

988.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[L_Wave's solution](#)

989.

936E

[Igea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[L_Wave's solution](#)

990.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[L_Wave's solution](#)

991.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[L_Wave's solution](#)

992.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[L_Wave's solution](#)

993.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[L_Wave's solution](#)

994.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees

[L_Wave's solution](#)

995.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[L_Wave's solution](#)

996.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft, math, number theory, probabilities

[L_Wave's solution](#)

997.

2157I

[Hyper Smawk Bros · Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[L_Wave's solution](#)

998.

2180G

[Balance · Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[L_Wave's solution](#)

999.

2180H2

[Bug Is Feature \(Conditional Version\) · Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[L_Wave's solution](#)

1000.

1290F

[Making Shapes · Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[L_Wave's solution](#)

1001.

2165F

[Arctic Acquisition · Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[L_Wave's solution](#)

1002.

1305H

[Kuroni the Private Tutor · Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[L_Wave's solution](#)

1003.

1178H

[Stock Exchange · Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[L_Wave's solution](#)

1004.

1210G

[Mateusz and Escape Room · Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[L_Wave's solution](#)

1005.

1229F

[Mateusz and Escape Room · Tutorial](#)

Rating: 3500 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[L_Wave's solution](#)

1006.

1083D

[The Fair Nut's getting crazy · Tutorial](#)

Quality: 357 global accepts · Rating: 3500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[L_Wave's solution](#)

1007.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[L_Wave's solution](#)

1008.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[L_Wave's solution](#)

1009.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[L_Wave's solution](#)

1010.

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive

[L_Wave's solution](#)

1011.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[L_Wave's solution](#)

1012.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[L_Wave's solution](#)

1013.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[L_Wave's solution](#)

1014.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[L_Wave's solution](#)

1015.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[L_Wave's solution](#)

1016.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: *special, constructive algorithms

[L_Wave's solution](#)

1017.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math

[L_Wave's solution](#)**1018.**

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[L_Wave's solution](#)**1019.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: *special, expression parsing, trees

[L_Wave's solution](#)**1020.**

100647A

[CIVIC DILL MIX](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[L_Wave's solution](#)**1021.**

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[L_Wave's solution](#)**1022.**

100723E

[Escape from Enemy Territory](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: —

[L_Wave's solution](#)**1023.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: —

[L_Wave's solution](#)**1024.**

100646E

[Su-Su-Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: —

[L_Wave's solution](#)