

Unique solved — MYFJCHX

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Count: 763

1.

2211A

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2.

2192A

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3.

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4.

2180B

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2180A

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6.

2157A

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7.

2164A

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8.

2152A

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9.

2124A

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10.

2096A

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11.

2084A

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12.

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13.

1966A

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14.

2062A

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15.

2061A

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16.

2057A

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17.

2053A

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18.

2048A

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19.

2034A

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20.

2039A

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21.

2024A

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22.

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23.

1991A

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

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24.

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25.

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26.

1994A

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27.

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28.

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29.

1984A

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30.

1975A

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31.

1942A

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32.

1919B

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33.

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34.

1916A

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35.

1909A

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36.

1896A

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37.

1864A

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38.

1858A

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39.

1859A

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40.

1856A

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41.

1855A

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42.

1849A

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43.

1778A

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44.

1767B

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45.

1767A

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46.

1712B

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47.

1712A

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48.

1716B

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[MYFJCHX's solution](#)

49.

1716A

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50.

1705A

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51.

1703C

[Cypher](#) · [Tutorial](#)

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52.

1703B

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[MYFJCHX's solution](#)

53.

1703A

[YES or YES?](#) · [Tutorial](#)

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54.

1661A

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55.

1649A

[Game](#) · [Tutorial](#)

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56.

1634A

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[MYFJCHX's solution](#)

57.

1624A

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58.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

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59.

2062B

[Clockwork](#) · [Tutorial](#)

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60.

2048B

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61.

1990A

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62.

1988B

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63.

1988A

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64.

1896B

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65.

1875A

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66.

1856B

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67.

1855B

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[MYFJCHX's solution](#)

68.

2192B

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

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[MYFJCHX's solution](#)

69.

2164B

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[MYFJCHX's solution](#)

70.

2124B

[Minimise Sum](#) · [Tutorial](#)

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71.

2057B

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

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[MYFJCHX's solution](#)

72.

2034B

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Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[MYFJCHX's solution](#)

73.

2039B

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Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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74.

2002B

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75.

1987B

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

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76.

1975B

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Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

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77.

1916B

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78.

1876A

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79.

1A

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80.

1858C

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

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81.

1859B

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[MYFJCHX's solution](#)

82.

1849B

[Monsters](#) · [Tutorial](#)

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83.

2211B

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[MYFJCHX's solution](#)

84.

2183B

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

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

[MYFJCHX's solution](#)

85.

2096B

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86.

2084B

[MIN = GCD](#) · [Tutorial](#)

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87.

1602B

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88.

1966B

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89.

2061B

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

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90.

2024B

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91.

1991B

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92.

1995B1

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93.

1994B

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94.

1984B

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95.

1942B

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96.

1864B

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97.

1712C

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98.

1703D

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99.

2196A

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

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[MYFJCHX's solution](#)

100.

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[MYFJCHX's solution](#)

101.

2135A

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

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

[MYFJCHX's solution](#)

102.

2062C

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

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

[MYFJCHX's solution](#)

103.

2053B

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

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

[MYFJCHX's solution](#)

104.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[MYFJCHX's solution](#)

105.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[MYFJCHX's solution](#)

106.

2002C

[Black Circles](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

107.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[MYFJCHX's solution](#)

108.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MYFJCHX's solution](#)

109.

1983B

[Corner Twist](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

110.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[MYFJCHX's solution](#)

111.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[MYFJCHX's solution](#)

112.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[MYFJCHX's solution](#)

113.

1909B

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

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

math, number theory
[MYFJCHX's solution](#)

114.

1875B

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

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

[MYFJCHX's solution](#)

115.

1859C

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

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

[MYFJCHX's solution](#)

116.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MYFJCHX's solution](#)

117.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[MYFJCHX's solution](#)

118.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[MYFJCHX's solution](#)

119.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[MYFJCHX's solution](#)

120.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[MYFJCHX's solution](#)

121.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[MYFJCHX's solution](#)

122.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[MYFJCHX's solution](#)

123.

2150A

[Incremental Path](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

124.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MYFJCHX's solution](#)

125.

1602C

[Array Elimination](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[MYFJCHX's solution](#)

126.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MYFJCHX's solution](#)

127.

2024C

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

Rating: 1300 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MYFJCHX's solution](#)

128.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

129.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MYFJCHX's solution](#)

130.

1984C1

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

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

[MYFJCHX's solution](#)

131.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[MYFJCHX's solution](#)

132.

1943A

[MEX Game 1](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

133.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[MYFJCHX's solution](#)

134.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[MYFJCHX's solution](#)

135.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[MYFJCHX's solution](#)

136.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[MYFJCHX's solution](#)

137.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[MYFJCHX's solution](#)

138.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[MYFJCHX's solution](#)

139.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MYFJCHX's solution](#)

140.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MYFJCHX's solution](#)

141.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MYFJCHX's solution](#)

142.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[MYFJCHX's solution](#)

143.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[MYFJCHX's solution](#)

144.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MYFJCHX's solution](#)

145.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[MYFJCHX's solution](#)

146.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[MYFJCHX's solution](#)

147.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MYFJCHX's solution](#)

148.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[MYFJCHX's solution](#)

149.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[MYFJCHX's solution](#)

150.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

151.

1896C

[Matching Arrays](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

152.

1875C

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

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

[MYFJCHX's solution](#)

153.

1855C1

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

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

[MYFJCHX's solution](#)

154.

2183D1

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

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

[MYFJCHX's solution](#)

155.

2183C

[War Strategy](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

156.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MYFJCHX's solution](#)

157.

2057C

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

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

[MYFJCHX's solution](#)

158.

2053C

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

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

[MYFJCHX's solution](#)

159.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[MYFJCHX's solution](#)

160.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[MYFJCHX's solution](#)

161.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[MYFJCHX's solution](#)

162.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[MYFJCHX's solution](#)

163.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[MYFJCHX's solution](#)

164.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[MYFJCHX's solution](#)

165.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[MYFJCHX's solution](#)

166.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dp
[MYFJCHX's solution](#)

167.

2196B

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

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[MYFJCHX's solution](#)

168.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[MYFJCHX's solution](#)

169.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, two pointers
[MYFJCHX's solution](#)

170.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[MYFJCHX's solution](#)

171.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[MYFJCHX's solution](#)

172.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[MYFJCHX's solution](#)

173.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[MYFJCHX's solution](#)

174.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[MYFJCHX's solution](#)

175.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[MYFJCHX's solution](#)

176.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[MYFJCHX's solution](#)

177.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[MYFJCHX's solution](#)

178.

1875D

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

Quality: 11,403 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MYFJCHX's solution](#)

179.

1856C

[To Become Max](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

180.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[MYFJCHX's solution](#)

181.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[MYFJCHX's solution](#)

182.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[MYFJCHX's solution](#)

183.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2023-04-28 · last AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[MYFJCHX's solution](#)

184.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[MYFJCHX's solution](#)

185.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[MYFJCHX's solution](#)

186.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[MYFJCHX's solution](#)

187.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[MYFJCHX's solution](#)

188.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[MYFJCHX's solution](#)

189.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[MYFJCHX's solution](#)

190.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[MYFJCHX's solution](#)

191.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[MYFJCHX's solution](#)

192.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[MYFJCHX's solution](#)

193.

2150B

[Grid Counting](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

194.

2135B

[For the Champion](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

195.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[MYFJCHX's solution](#)

196.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[MYFJCHX's solution](#)

197.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[MYFJCHX's solution](#)

198.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[MYFJCHX's solution](#)

199.

2053D

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

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

[MYFJCHX's solution](#)

200.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MYFJCHX's solution](#)

201.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[MYFJCHX's solution](#)

202.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[MYFJCHX's solution](#)

203.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[MYFJCHX's solution](#)

204.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[MYFJCHX's solution](#)

205.

1984C2

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

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

[MYFJCHX's solution](#)

206.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[MYFJCHX's solution](#)

207.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[MYFJCHX's solution](#)

208.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[MYFJCHX's solution](#)

209.

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

[MYFJCHX's solution](#)

210.

1896D

[Ones and Twos](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

211.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 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

[MYFJCHX's solution](#)

212.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[MYFJCHX's solution](#)

213.

518D

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

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[MYFJCHX's solution](#)

214.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[MYFJCHX's solution](#)

215.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[MYFJCHX's solution](#)

216.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[MYFJCHX's solution](#)

217.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[MYFJCHX's solution](#)

218.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[MYFJCHX's solution](#)

219.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[MYFJCHX's solution](#)

220.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[MYFJCHX's solution](#)

221.

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[MYFJCHX's solution](#)

222.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[MYFJCHX's solution](#)

223.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[MYFJCHX's solution](#)

224.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[MYFJCHX's solution](#)

225.

1966D

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

Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MYFJCHX's solution](#)

226.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[MYFJCHX's solution](#)

227.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[MYFJCHX's solution](#)

228.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[MYFJCHX's solution](#)

229.

1987D

[World is Mine](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

230.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[MYFJCHX's solution](#)

231.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[MYFJCHX's solution](#)

232.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[MYFJCHX's solution](#)

233.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[MYFJCHX's solution](#)

234.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[MYFJCHX's solution](#)

235.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[MYFJCHX's solution](#)

236.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[MYFJCHX's solution](#)

237.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[MYFJCHX's solution](#)

238.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[MYFJCHX's solution](#)

239.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2022-11-25 · last AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[MYFJCHX's solution](#)

240.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[MYFJCHX's solution](#)

241.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics

[MYFJCHX's solution](#)

242.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[MYFJCHX's solution](#)

243.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[MYFJCHX's solution](#)

244.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, two pointers

[MYFJCHX's solution](#)

245.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MYFJCHX's solution](#)

246.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[MYFJCHX's solution](#)

247.

2180D

[Insolvable Disks](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

248.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[MYFJCHX's solution](#)

249.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[MYFJCHX's solution](#)

250.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[MYFJCHX's solution](#)

251.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[MYFJCHX's solution](#)

252.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[MYFJCHX's solution](#)

253.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[MYFJCHX's solution](#)

254.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation

[MYFJCHX's solution](#)

255.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[MYFJCHX's solution](#)

256.

2053E

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

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

[MYFJCHX's solution](#)

257.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

258.

1991D

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

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

[MYFJCHX's solution](#)

259.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[MYFJCHX's solution](#)

260.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[MYFJCHX's solution](#)

261.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[MYFJCHX's solution](#)

262.

1909D

[Split Plus K](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

263.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MYFJCHX's solution](#)

264.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[MYFJCHX's solution](#)

265.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[MYFJCHX's solution](#)

266.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[MYFJCHX's solution](#)

267.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[MYFJCHX's solution](#)

268.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

269.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[MYFJCHX's solution](#)

270.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[MYFJCHX's solution](#)

271.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[MYFJCHX's solution](#)

272.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[MYFJCHX's solution](#)

273.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[MYFJCHX's solution](#)

274.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-10-23 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MYFJCHX's solution](#)

275.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2022-11-21 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[MYFJCHX's solution](#)

276.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[MYFJCHX's solution](#)

277.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[MYFJCHX's solution](#)

278.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MYFJCHX's solution](#)

279.

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[MYFJCHX's solution](#)

280.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[MYFJCHX's solution](#)

281.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[MYFJCHX's solution](#)

282.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[MYFJCHX's solution](#)

283.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[MYFJCHX's solution](#)

284.

2057D

[Gifts Order](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

285.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[MYFJCHX's solution](#)

286.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[MYFJCHX's solution](#)

287.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[MYFJCHX's solution](#)

288.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

289.

1984D

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

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

[MYFJCHX's solution](#)

290.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[MYFJCHX's solution](#)

291.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[MYFJCHX's solution](#)

292.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: interactive, trees

[MYFJCHX's solution](#)

293.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[MYFJCHX's solution](#)

294.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[MYFJCHX's solution](#)

295.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[MYFJCHX's solution](#)

296.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[MYFJCHX's solution](#)

297.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[MYFJCHX's solution](#)

298.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[MYFJCHX's solution](#)

299.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[MYFJCHX's solution](#)

300.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[MYFJCHX's solution](#)

301.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[MYFJCHX's solution](#)

302.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, strings

[MYFJCHX's solution](#)

303.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[MYFJCHX's solution](#)

304.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[MYFJCHX's solution](#)

305.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[MYFJCHX's solution](#)

306.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[MYFJCHX's solution](#)

307.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[MYFJCHX's solution](#)

308.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MYFJCHX's solution](#)

309.

47C

[Crossword](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[MYFJCHX's solution](#)

310.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[MYFJCHX's solution](#)

311.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[MYFJCHX's solution](#)

312.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[MYFJCHX's solution](#)

313.

2183E

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

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

[MYFJCHX's solution](#)

314.

2183D2

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

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

[MYFJCHX's solution](#)

315.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[MYFJCHX's solution](#)

316.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[MYFJCHX's solution](#)

317.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

318.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

319.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[MYFJCHX's solution](#)

320.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[MYFJCHX's solution](#)

321.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[MYFJCHX's solution](#)

322.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MYFJCHX's solution](#)

323.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[MYFJCHX's solution](#)

324.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[MYFJCHX's solution](#)

325.

1942D

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

Quality: 3,347 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

[MYFJCHX's solution](#)

326.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[MYFJCHX's solution](#)

327.

1896E

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

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

[MYFJCHX's solution](#)

328.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[MYFJCHX's solution](#)

329.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[MYFJCHX's solution](#)

330.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[MYFJCHX's solution](#)

331.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[MYFJCHX's solution](#)

332.

920E

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

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[MYFJCHX's solution](#)

333.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

334.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[MYFJCHX's solution](#)

335.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[MYFJCHX's solution](#)

336.

1077F2

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

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

337.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[MYFJCHX's solution](#)

338.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[MYFJCHX's solution](#)

339.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[MYFJCHX's solution](#)

340.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[MYFJCHX's solution](#)

341.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[MYFJCHX's solution](#)

342.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[MYFJCHX's solution](#)

343.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[MYFJCHX's solution](#)

344.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2100 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[MYFJCHX's solution](#)

345.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,618 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[MYFJCHX's solution](#)

346.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[MYFJCHX's solution](#)

347.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[MYFJCHX's solution](#)

348.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[MYFJCHX's solution](#)

349.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[MYFJCHX's solution](#)

350.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[MYFJCHX's solution](#)

351.

1991F

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

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

[MYFJCHX's solution](#)

352.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[MYFJCHX's solution](#)

353.

1909F1

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

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

[MYFJCHX's solution](#)

354.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[MYFJCHX's solution](#)

355.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[MYFJCHX's solution](#)

356.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[MYFJCHX's solution](#)

357.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[MYFJCHX's solution](#)

358.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[MYFJCHX's solution](#)

359.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MYFJCHX's solution](#)

360.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities

[MYFJCHX's solution](#)

361.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[MYFJCHX's solution](#)

362.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[MYFJCHX's solution](#)

363.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[MYFJCHX's solution](#)

364.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[MYFJCHX's solution](#)

365.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[MYFJCHX's solution](#)

366.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[MYFJCHX's solution](#)

367.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[MYFJCHX's solution](#)

368.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[MYFJCHX's solution](#)

369.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[MYFJCHX's solution](#)

370.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[MYFJCHX's solution](#)

371.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[MYFJCHX's solution](#)

372.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-03-27 · last AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[MYFJCHX's solution](#)

373.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[MYFJCHX's solution](#)

374.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[MYFJCHX's solution](#)

375.

1602E

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

Rating: 2300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[MYFJCHX's solution](#)

376.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MYFJCHX's solution](#)

377.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[MYFJCHX's solution](#)

378.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MYFJCHX's solution](#)

379.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[MYFJCHX's solution](#)

380.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[MYFJCHX's solution](#)

381.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[MYFJCHX's solution](#)

382.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[MYFJCHX's solution](#)

383.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[MYFJCHX's solution](#)

384.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[MYFJCHX's solution](#)

385.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[MYFJCHX's solution](#)

386.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[MYFJCHX's solution](#)

387.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[MYFJCHX's solution](#)

388.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[MYFJCHX's solution](#)

389.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[MYFJCHX's solution](#)

390.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[MYFJCHX's solution](#)

391.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[MYFJCHX's solution](#)

392.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[MYFJCHX's solution](#)

393.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[MYFJCHX's solution](#)

394.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[MYFJCHX's solution](#)

395.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[MYFJCHX's solution](#)

396.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[MYFJCHX's solution](#)

397.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-11-23 · last AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
[MYFJCHX's solution](#)

398.

652E

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

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[MYFJCHX's solution](#)

399.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[MYFJCHX's solution](#)

400.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[MYFJCHX's solution](#)

401.

2174C1

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

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

402.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[MYFJCHX's solution](#)

403.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[MYFJCHX's solution](#)

404.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[MYFJCHX's solution](#)

405.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[MYFJCHX's solution](#)

406.

2024E

[C+K+S](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, hashing, strings

[MYFJCHX's solution](#)

407.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[MYFJCHX's solution](#)

408.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[MYFJCHX's solution](#)

409.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[MYFJCHX's solution](#)

410.

1984E

[Shuffle](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

411.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[MYFJCHX's solution](#)

412.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[MYFJCHX's solution](#)

413.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[MYFJCHX's solution](#)

414.

1909E

[Multiple Lamps](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

415.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[MYFJCHX's solution](#)

416.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[MYFJCHX's solution](#)

417.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

418.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

419.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[MYFJCHX's solution](#)

420.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[MYFJCHX's solution](#)

421.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[MYFJCHX's solution](#)

422.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[MYFJCHX's solution](#)

423.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[MYFJCHX's solution](#)

424.

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[MYFJCHX's solution](#)

425.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[MYFJCHX's solution](#)

426.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[MYFJCHX's solution](#)

427.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

428.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[MYFJCHX's solution](#)

429.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[MYFJCHX's solution](#)

430.

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[MYFJCHX's solution](#)

431.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[MYFJCHX's solution](#)

432.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings

[MYFJCHX's solution](#)

433.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[MYFJCHX's solution](#)

434.

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: *special

[MYFJCHX's solution](#)

435.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[MYFJCHX's solution](#)

436.

2196D

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

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

[MYFJCHX's solution](#)

437.

2183F

[Jumping Man](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

438.

2174C2

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

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

[MYFJCHX's solution](#)

439.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[MYFJCHX's solution](#)

440.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[MYFJCHX's solution](#)

441.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[MYFJCHX's solution](#)

442.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[MYFJCHX's solution](#)

443.

2135D2

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

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

[MYFJCHX's solution](#)

444.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[MYFJCHX's solution](#)

445.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[MYFJCHX's solution](#)

446.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[MYFJCHX's solution](#)

447.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[MYFJCHX's solution](#)

448.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[MYFJCHX's solution](#)

449.

2057E2

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

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

[MYFJCHX's solution](#)

450.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[MYFJCHX's solution](#)

451.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[MYFJCHX's solution](#)

452.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[MYFJCHX's solution](#)

453.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[MYFJCHX's solution](#)

454.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[MYFJCHX's solution](#)

455.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[MYFJCHX's solution](#)

456.

1987F1

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

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

[MYFJCHX's solution](#)

457.

1984F

[Reconstruction](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

458.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[MYFJCHX's solution](#)

459.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[MYFJCHX's solution](#)

460.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[MYFJCHX's solution](#)

461.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[MYFJCHX's solution](#)

462.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[MYFJCHX's solution](#)

463.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[MYFJCHX's solution](#)

464.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[MYFJCHX's solution](#)

465.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[MYFJCHX's solution](#)

466.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[MYFJCHX's solution](#)

467.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[MYFJCHX's solution](#)

468.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[MYFJCHX's solution](#)

469.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[MYFJCHX's solution](#)

470.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[MYFJCHX's solution](#)

471.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-08 · last AC: 2026-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[MYFJCHX's solution](#)

472.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[MYFJCHX's solution](#)

473.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[MYFJCHX's solution](#)

474.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[MYFJCHX's solution](#)

475.

2150E1

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

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

[MYFJCHX's solution](#)

476.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[MYFJCHX's solution](#)

477.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[MYFJCHX's solution](#)

478.

1153F

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

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[MYFJCHX's solution](#)

479.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[MYFJCHX's solution](#)

480.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[MYFJCHX's solution](#)

481.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[MYFJCHX's solution](#)

482.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[MYFJCHX's solution](#)

483.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[MYFJCHX's solution](#)

484.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[MYFJCHX's solution](#)

485.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[MYFJCHX's solution](#)

486.

1987F2

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

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

[MYFJCHX's solution](#)

487.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[MYFJCHX's solution](#)

488.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[MYFJCHX's solution](#)

489.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[MYFJCHX's solution](#)

490.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[MYFJCHX's solution](#)

491.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[MYFJCHX's solution](#)

492.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[MYFJCHX's solution](#)

493.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MYFJCHX's solution](#)

494.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[MYFJCHX's solution](#)

495.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp,

math

[MYFJCHX's solution](#)

496.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[MYFJCHX's solution](#)

497.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[MYFJCHX's solution](#)

498.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[MYFJCHX's solution](#)

499.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[MYFJCHX's solution](#)

500.

2150D

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

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

[MYFJCHX's solution](#)

501.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[MYFJCHX's solution](#)

502.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[MYFJCHX's solution](#)

503.

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[MYFJCHX's solution](#)

504.

1602F

[Difficult Mountain](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[MYFJCHX's solution](#)

505.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[MYFJCHX's solution](#)

506.

1995E1

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

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[MYFJCHX's solution](#)

507.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities

[MYFJCHX's solution](#)

508.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[MYFJCHX's solution](#)

509.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[MYFJCHX's solution](#)

510.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[MYFJCHX's solution](#)

511.

1916H1

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

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[MYFJCHX's solution](#)

512.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[MYFJCHX's solution](#)

513.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[MYFJCHX's solution](#)

514.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[MYFJCHX's solution](#)

515.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · last AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[MYFJCHX's solution](#)

516.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[MYFJCHX's solution](#)

517.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[MYFJCHX's solution](#)

518.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[MYFJCHX's solution](#)

519.

2150E2

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

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

[MYFJCHX's solution](#)

520.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-06-27 · last AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[MYFJCHX's solution](#)

521.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[MYFJCHX's solution](#)

522.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[MYFJCHX's solution](#)

523.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[MYFJCHX's solution](#)

524.

2048G

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

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

[MYFJCHX's solution](#)

525.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[MYFJCHX's solution](#)

526.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[MYFJCHX's solution](#)

527.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[MYFJCHX's solution](#)

528.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[MYFJCHX's solution](#)

529.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[MYFJCHX's solution](#)

530.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[MYFJCHX's solution](#)

531.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[MYFJCHX's solution](#)

532.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[MYFJCHX's solution](#)

533.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[MYFJCHX's solution](#)

534.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[MYFJCHX's solution](#)

535.

288E

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

Quality: 347 global accepts · Rating: 2800 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[MYFJCHX's solution](#)

536.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[MYFJCHX's solution](#)

537.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[MYFJCHX's solution](#)

538.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[MYFJCHX's solution](#)

539.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[MYFJCHX's solution](#)

540.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[MYFJCHX's solution](#)

541.

2196E1

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

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

[MYFJCHX's solution](#)

542.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[MYFJCHX's solution](#)

543.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[MYFJCHX's solution](#)

544.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[MYFJCHX's solution](#)

545.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[MYFJCHX's solution](#)

546.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[MYFJCHX's solution](#)

547.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[MYFJCHX's solution](#)

548.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[MYFJCHX's solution](#)

549.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MYFJCHX's solution](#)

550.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[MYFJCHX's solution](#)

551.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[MYFJCHX's solution](#)

552.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[MYFJCHX's solution](#)

553.

1687D

[Cute number](#) · [Tutorial](#)

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

[MYFJCHX's solution](#)

554.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[MYFJCHX's solution](#)

555.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[MYFJCHX's solution](#)

556.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[MYFJCHX's solution](#)

557.

2024F

[Many Games](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[MYFJCHX's solution](#)

558.

1995E2

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, two pointers

[MYFJCHX's solution](#)

559.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[MYFJCHX's solution](#)

560.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[MYFJCHX's solution](#)

561.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[MYFJCHX's solution](#)

562.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[MYFJCHX's solution](#)

563.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-07-08 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[MYFJCHX's solution](#)

564.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, matrices

[MYFJCHX's solution](#)

565.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MYFJCHX's solution](#)

566.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[MYFJCHX's solution](#)

567.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[MYFJCHX's solution](#)

568.

512D

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

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[MYFJCHX's solution](#)

569.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[MYFJCHX's solution](#)

570.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[MYFJCHX's solution](#)

571.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[MYFJCHX's solution](#)

572.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[MYFJCHX's solution](#)

573.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[MYFJCHX's solution](#)

574.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[MYFJCHX's solution](#)

575.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[MYFJCHX's solution](#)

576.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[MYFJCHX's solution](#)

577.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[MYFJCHX's solution](#)

578.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[MYFJCHX's solution](#)

579.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[MYFJCHX's solution](#)

580.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[MYFJCHX's solution](#)

581.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees

[MYFJCHX's solution](#)

582.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[MYFJCHX's solution](#)

583.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[MYFJCHX's solution](#)

584.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[MYFJCHX's solution](#)

585.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[MYFJCHX's solution](#)

586.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[MYFJCHX's solution](#)

587.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[MYFJCHX's solution](#)

588.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[MYFJCHX's solution](#)

589.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[MYFJCHX's solution](#)

590.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[MYFJCHX's solution](#)

591.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[MYFJCHX's solution](#)

592.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[MYFJCHX's solution](#)

593.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[MYFJCHX's solution](#)

594.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[MYFJCHX's solution](#)

595.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[MYFJCHX's solution](#)

596.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[MYFJCHX's solution](#)

597.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
[MYFJCHX's solution](#)

598.

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
[MYFJCHX's solution](#)

599.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[MYFJCHX's solution](#)

600.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math
[MYFJCHX's solution](#)

601.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math
[MYFJCHX's solution](#)

602.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[MYFJCHX's solution](#)

603.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[MYFJCHX's solution](#)

604.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
[MYFJCHX's solution](#)

605.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[MYFJCHX's solution](#)

606.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings
[MYFJCHX's solution](#)

607.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[MYFJCHX's solution](#)

608.

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[MYFJCHX's solution](#)

609.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math
[MYFJCHX's solution](#)

610.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[MYFJCHX's solution](#)

611.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-01-17 · last AC: 2024-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[MYFJCHX's solution](#)

612.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees
[MYFJCHX's solution](#)

613.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[MYFJCHX's solution](#)

614.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
[MYFJCHX's solution](#)

615.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[MYFJCHX's solution](#)

616.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-07-28 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[MYFJCHX's solution](#)

617.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search
[MYFJCHX's solution](#)

618.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[MYFJCHX's solution](#)

619.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[MYFJCHX's solution](#)

620.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities
[MYFJCHX's solution](#)

621.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math
[MYFJCHX's solution](#)

622.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory
[MYFJCHX's solution](#)

623.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math
[MYFJCHX's solution](#)

624.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[MYFJCHX's solution](#)

625.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, flows, greedy

[MYFJCHX's solution](#)

626.

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[MYFJCHX's solution](#)

627.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[MYFJCHX's solution](#)

628.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, math

[MYFJCHX's solution](#)

629.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[MYFJCHX's solution](#)

630.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[MYFJCHX's solution](#)

631.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[MYFJCHX's solution](#)

632.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MYFJCHX's solution](#)

633.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[MYFJCHX's solution](#)

634.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[MYFJCHX's solution](#)

635.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[MYFJCHX's solution](#)

636.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[MYFJCHX's solution](#)

637.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[MYFJCHX's solution](#)

638.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[MYFJCHX's solution](#)

639.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[MYFJCHX's solution](#)

640.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[MYFJCHX's solution](#)

641.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[MYFJCHX's solution](#)

642.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[MYFJCHX's solution](#)

643.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: flows

[MYFJCHX's solution](#)

644.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[MYFJCHX's solution](#)

645.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[MYFJCHX's solution](#)

646.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[MYFJCHX's solution](#)

647.

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs

[MYFJCHX's solution](#)

648.

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-21 · last AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[MYFJCHX's solution](#)

649.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[MYFJCHX's solution](#)

650.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[MYFJCHX's solution](#)

651.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[MYFJCHX's solution](#)

652.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[MYFJCHX's solution](#)

653.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[MYFJCHX's solution](#)

654.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[MYFJCHX's solution](#)

655.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[MYFJCHX's solution](#)

656.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[MYFJCHX's solution](#)

657.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[MYFJCHX's solution](#)

658.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[MYFJCHX's solution](#)

659.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[MYFJCHX's solution](#)

660.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[MYFJCHX's solution](#)

661.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[MYFJCHX's solution](#)

662.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[MYFJCHX's solution](#)

663.

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[MYFJCHX's solution](#)

664.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[MYFJCHX's solution](#)

665.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[MYFJCHX's solution](#)

666.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry

[MYFJCHX's solution](#)

667.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[MYFJCHX's solution](#)

668.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[MYFJCHX's solution](#)

669.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[MYFJCHX's solution](#)

670.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[MYFJCHX's solution](#)

671.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: fft, graphs, math

[MYFJCHX's solution](#)

672.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2024-03-28 · last AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[MYFJCHX's solution](#)

673.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[MYFJCHX's solution](#)

674.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, trees

[MYFJCHX's solution](#)

675.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: games

[MYFJCHX's solution](#)

676.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[MYFJCHX's solution](#)

677.

2164H

[Palindrome](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: 3400 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings
[MYFJCHX's solution](#)

678.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[MYFJCHX's solution](#)

679.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, greedy
[MYFJCHX's solution](#)

680.

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[MYFJCHX's solution](#)

681.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[MYFJCHX's solution](#)

682.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory
[MYFJCHX's solution](#)

683.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[MYFJCHX's solution](#)

684.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[MYFJCHX's solution](#)

685.

2081G2

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

Quality: 54 global accepts · Rating: 3400 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: math
[MYFJCHX's solution](#)

686.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[MYFJCHX's solution](#)

687.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[MYFJCHX's solution](#)

688.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[MYFJCHX's solution](#)

689.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[MYFJCHX's solution](#)

690.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[MYFJCHX's solution](#)

691.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[MYFJCHX's solution](#)

692.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

693.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MYFJCHX's solution](#)

694.

2187F2

[Al Fine \(Counting Version\)](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[MYFJCHX's solution](#)

695.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[MYFJCHX's solution](#)

696.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive

[MYFJCHX's solution](#)

697.

2183I2

[Pairs Flipping \(Hard Version\)](#) · [Tutorial](#)

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MYFJCHX's solution](#)

698.

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MYFJCHX's solution](#)

699.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[MYFJCHX's solution](#)

700.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[MYFJCHX's solution](#)

701.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[MYFJCHX's solution](#)

702.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: games

[MYFJCHX's solution](#)

703.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[MYFJCHX's solution](#)

704.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[MYFJCHX's solution](#)

705.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory, trees

[MYFJCHX's solution](#)

706.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[MYFJCHX's solution](#)

707.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[MYFJCHX's solution](#)

708.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, schedules

[MYFJCHX's solution](#)

709.

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation

[MYFJCHX's solution](#)

710.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[MYFJCHX's solution](#)

711.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[MYFJCHX's solution](#)

712.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[MYFJCHX's solution](#)

713.

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

714.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees

[MYFJCHX's solution](#)

715.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[MYFJCHX's solution](#)

716.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[MYFJCHX's solution](#)

717.

2084H

[Turtle and Nedium 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[MYFJCHX's solution](#)

718.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[MYFJCHX's solution](#)

719.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[MYFJCHX's solution](#)

720.

2084G2

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

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[MYFJCHX's solution](#)

721.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[MYFJCHX's solution](#)

722.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math
[MYFJCHX's solution](#)

723.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[MYFJCHX's solution](#)

724.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math
[MYFJCHX's solution](#)

725.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs
[MYFJCHX's solution](#)

726.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[MYFJCHX's solution](#)

727.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, games, trees

[MYFJCHX's solution](#)

728.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[MYFJCHX's solution](#)

729.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[MYFJCHX's solution](#)

730.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[MYFJCHX's solution](#)

731.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows

[MYFJCHX's solution](#)

732.

1750H

[BinaryStringForces](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp

[MYFJCHX's solution](#)

733.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[MYFJCHX's solution](#)

734.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[MYFJCHX's solution](#)

735.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[MYFJCHX's solution](#)

736.

1942H

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

Quality: 207 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees

[MYFJCHX's solution](#)

737.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[MYFJCHX's solution](#)

738.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, matrices

[MYFJCHX's solution](#)

739.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[MYFJCHX's solution](#)

740.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[MYFJCHX's solution](#)

741.

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[MYFJCHX's solution](#)

742.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[MYFJCHX's solution](#)

743.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[MYFJCHX's solution](#)

744.

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[MYFJCHX's solution](#)

745.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[MYFJCHX's solution](#)

746.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[MYFJCHX's solution](#)

747.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[MYFJCHX's solution](#)

748.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[MYFJCHX's solution](#)

749.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[MYFJCHX's solution](#)

750.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[MYFJCHX's solution](#)

751.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[MYFJCHX's solution](#)

752.

105949D

[Tripartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MYFJCHX's solution](#)

753.

100962D

[Deep Purple](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MYFJCHX's solution](#)

754.

104491J

[Fast Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[MYFJCHX's solution](#)

755.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MYFJCHX's solution](#)

756.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[MYFJCHX's solution](#)

757.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[MYFJCHX's solution](#)

758.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[MYFJCHX's solution](#)

759.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[MYFJCHX's solution](#)

760.

100958E

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[MYFJCHX's solution](#)

761.

102586A

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[MYFJCHX's solution](#)

762.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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763.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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