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Unique solved — Naamani

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

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Count: 427

1.

2071A

[The Play Never Ends](#) · [Tutorial](#)

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2.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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3.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · Java 8 (first AC) · Tags: graph matchings, greedy

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4.

2064A

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Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · Java 8 (first AC) · Tags: greedy, strings

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5.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

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6.

2062A

[String](#) · [Tutorial](#)

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7.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · Java 8 (first AC) · Tags: math, number theory

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8.

2056A

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9.

2055A

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10.

2043A

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11.

2027A

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12.

2020A

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13.

2013A

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14.

2008C

[Longest Good Array](#) · [Tutorial](#)

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15.

2008B

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16.

2008A

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17.

2007A

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18.

2003B

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Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · Java 8 (first AC) · Tags: games, greedy, sortings

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19.

2003A

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20.

1994A

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Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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21.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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22.

1978A

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23.

2062B

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24.

2028A

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25.

2013B

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26.

2005A

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27.

2007B

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28.

2055B

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29.

2005B1

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Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · Java 8 (first AC) · Tags: greedy, math, sortings

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30.

2071B

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31.

2070B

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32.

2064B

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33.

2063B

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Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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34.

2043B

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35.

2027B

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36.

2008D

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37.

2069B

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38.

2062C

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

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39.

2056C

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

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40.

2020B

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41.

2005B2

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42.

2003C

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43.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

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44.

2059B

[Cost of the Array](#) · [Tutorial](#)

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[Naamani's solution](#)

45.

2056B

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46.

755C

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

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47.

1980C

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Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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48.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

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49.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

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50.

2067D

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

Rating: 1400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Naamani's solution](#)

51.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Naamani's solution](#)

52.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,970 global accepts · Rating: 1400 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Naamani's solution](#)

53.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · Java 8 (first AC) · Tags: binary search, implementation, math

[Naamani's solution](#)

54.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · Java 8 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Naamani's solution](#)

55.

2013C

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Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · Java 8 (first AC) · Tags: constructive algorithms, interactive, strings

[Naamani's solution](#)

56.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-01 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[Naamani's solution](#)

57.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Naamani's solution](#)

58.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Naamani's solution](#)

59.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Naamani's solution](#)

60.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Naamani's solution](#)

61.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Naamani's solution](#)

62.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,581 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

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63.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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64.

1965A

[Everything Nim](#) · [Tutorial](#)

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65.

1972C

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

Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Naamani's solution](#)

66.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

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67.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: games

[Naamani's solution](#)

68.

1983C

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

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

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69.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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70.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Naamani's solution](#)

71.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Naamani's solution](#)

72.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Naamani's solution](#)

73.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Naamani's solution](#)

74.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Naamani's solution](#)

75.

2070C

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

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[Naamani's solution](#)

76.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · Java 8 (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Naamani's solution](#)

77.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

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78.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2024-09-18 · Java 8 (first AC) · Tags: dp, graphs, greedy, shortest paths

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79.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2024-09-06 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math, two pointers

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80.

2008E

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

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-01 · Java 8 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

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81.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 1500 · first AC: 2024-08-30 · Java 8 (first AC) · Tags: math, number theory

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82.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2024-08-29 · Java 8 (first AC) · Tags: binary search, bitmasks, data structures, dp

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83.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-08-29 · Java 8 (first AC) · Tags: bitmasks, brute force, greedy

[Naamani's solution](#)

84.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2024-08-29 · Java 8 (first AC) · Tags: greedy, math

[Naamani's solution](#)

85.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · Java 8 (first AC) · Tags: greedy, math

[Naamani's solution](#)

86.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Naamani's solution](#)

87.

1925C

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

Rating: 1500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Naamani's solution](#)

88.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

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89.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Naamani's solution](#)

90.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Naamani's solution](#)

91.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Naamani's solution](#)

92.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[Naamani's solution](#)

93.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1600 · first AC: 2025-02-02 · Java 8 (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Naamani's solution](#)

94.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Naamani's solution](#)

95.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-26 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Naamani's solution](#)

96.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · Java 8 (first AC) · Tags: binary search, dp, greedy, two pointers

[Naamani's solution](#)

97.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2024-10-17 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

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98.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2024-09-30 · Java 8 (first AC) · Tags: brute force, combinatorics, number theory

[Naamani's solution](#)

99.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-09-29 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math

[Naamani's solution](#)

100.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-09-29 · Java 8 (first AC) · Tags: brute force, math, number theory

[Naamani's solution](#)

101.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-09-28 · Java 8 (first AC) · Tags: brute force, games, greedy, math

[Naamani's solution](#)

102.

1928C

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Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-09-27 · Java 8 (first AC) · Tags: brute force, math, number theory

[Naamani's solution](#)

103.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-09-27 · Java 8 (first AC) · Tags: implementation, math, number theory

[Naamani's solution](#)

104.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-09-26 · Java 8 (first AC) · Tags: binary search, data structures, dp, two pointers

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105.

1956C

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106.

1946C

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107.

1968E

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108.

1957C

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109.

1976C

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110.

1978D

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Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-09-15 · Java 8 (first AC) · Tags: data structures, greedy, implementation, math

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111.

1980E

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Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-09-14 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

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112.

1985G

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Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-09-13 · Java 8 (first AC) · Tags: combinatorics, math, number theory

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113.

1994C

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Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-09-12 · Java 8 (first AC) · Tags: binary search, dp, two pointers

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114.

1996E

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Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-09-12 · Java 8 (first AC) · Tags: combinatorics, data structures, implementation,

math

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115.

2004D

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Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-09-11 · Java 8 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

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116.

1722E

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Quality: 13,369 global accepts · Rating: 1600 · first AC: 2024-09-10 · Java 8 (first AC) · Tags: brute force, data structures, dp, implementation

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117.

1856C

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Quality: 18,339 global accepts · Rating: 1600 · first AC: 2024-09-07 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp

[Naamani's solution](#)

118.

1223C

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Quality: 9,763 global accepts · Rating: 1600 · first AC: 2024-09-05 · Java 8 (first AC) · Tags: binary search, greedy

[Naamani's solution](#)

119.

1077D

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120.

1520F1

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Quality: 14,396 global accepts · Rating: 1600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Naamani's solution](#)

121.

814C

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Quality: 7,735 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, strings, two pointers

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122.

2163B

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Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-11 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Naamani's solution](#)

123.

2072F

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Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-04-12 · Java 8 (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Naamani's solution](#)

124.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Naamani's solution](#)

125.

219D

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Quality: 12,490 global accepts · Rating: 1700 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

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126.

1779D

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Quality: 9,053 global accepts · Rating: 1700 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Naamani's solution](#)

127.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2024-11-08 · Java 8 (first AC) · Tags: dfs and similar, graphs, two pointers

[Naamani's solution](#)

128.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[Naamani's solution](#)

129.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · Java 8 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Naamani's solution](#)

130.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2024-10-20 · last AC: 2024-10-21 · Java 8 (first AC) · Tags: bitmasks, dfs and similar, graphs

[Naamani's solution](#)

131.

1937C

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

Rating: 1700 · first AC: 2024-10-20 · last AC: 2024-10-21 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Naamani's solution](#)

132.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-17 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Naamani's solution](#)

133.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-10-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Naamani's solution](#)

134.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2024-09-06 · Java 8 (first AC) · Tags: binary search, sortings

[Naamani's solution](#)

135.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2024-09-03 · Java 8 (first AC) · Tags: binary search, math

[Naamani's solution](#)

136.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2024-09-02 · Java 8 (first AC) · Tags: bitmasks, greedy, math

[Naamani's solution](#)

137.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2024-09-01 · Java 8 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Naamani's solution](#)

138.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · Java 8 (first AC) · Tags: games, graphs, greedy, trees

[Naamani's solution](#)

139.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Naamani's solution](#)

140.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Naamani's solution](#)

141.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Naamani's solution](#)

142.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-09 · Java 8 (first AC) · Tags: bitmasks, brute force, greedy

[Naamani's solution](#)

143.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Naamani's solution](#)

144.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Naamani's solution](#)

145.

221D

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

Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Naamani's solution](#)

146.

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · Java 8 (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Naamani's solution](#)

147.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-01-10 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Naamani's solution](#)

148.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · Java 8 (first AC) · Tags: brute force, flows, math, number theory

[Naamani's solution](#)

149.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Naamani's solution](#)

150.

2007E

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

Rating: 1800 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[Naamani's solution](#)

151.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Naamani's solution](#)

152.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-10-20 · Java 8 (first AC) · Tags: combinatorics, dp, math, sortings

[Naamani's solution](#)

153.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-10-16 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

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154.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2024-10-05 · Java 8 (first AC) · Tags: brute force, dp, implementation

[Naamani's solution](#)

155.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · Java 8 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Naamani's solution](#)

156.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · Java 8 (first AC) · Tags: dp, implementation, strings

[Naamani's solution](#)

157.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-09-14 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Naamani's solution](#)

158.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-10 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Naamani's solution](#)

159.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2024-09-10 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Naamani's solution](#)

160.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2024-09-10 · Java 8 (first AC) · Tags: dfs and similar, graphs, sortings

[Naamani's solution](#)

161.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-09-09 · Java 8 (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Naamani's solution](#)

162.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1800 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Naamani's solution](#)

163.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-01 · Java 8 (first AC) · Tags: binary search, greedy, math, number theory

[Naamani's solution](#)

164.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2024-09-01 · Java 8 (first AC) · Tags: binary search, bitmasks, greedy, two pointers

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165.

1851F

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Quality: 7,429 global accepts · Rating: 1800 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings, trees

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166.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks,

constructive algorithms, interactive, math

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167.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Naamani's solution](#)

168.

20C

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Quality: 46,912 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

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169.

2106F

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Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-25 · Java 8 (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

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170.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · Java 8 (first AC) · Tags: binary search, brute force, math, number theory

[Naamani's solution](#)

171.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · Java 8 (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Naamani's solution](#)

172.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Naamani's solution](#)

173.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · Java 8 (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Naamani's solution](#)

174.

547B

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Quality: 10,900 global accepts · Rating: 1900 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Naamani's solution](#)

175.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

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176.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Naamani's solution](#)

177.

1902E

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Quality: 5,619 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[Naamani's solution](#)

178.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Naamani's solution](#)

179.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2025-02-04 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation

[Naamani's solution](#)

180.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · Java 8 (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Naamani's solution](#)

181.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · Java 8 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Naamani's solution](#)

182.

1092F

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

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Naamani's solution](#)

183.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-06 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[Naamani's solution](#)

184.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Naamani's solution](#)

185.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Naamani's solution](#)

186.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Naamani's solution](#)

187.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-10-20 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Naamani's solution](#)

188.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1900 · first AC: 2024-09-25 · Java 8 (first AC) · Tags: dp

[Naamani's solution](#)

189.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-24 · Java 8 (first AC) · Tags: dp

[Naamani's solution](#)

190.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · Java 8 (first AC) · Tags: binary search, greedy

[Naamani's solution](#)

191.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-09-08 · Java 21 (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Naamani's solution](#)

192.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2024-09-04 · Java 8 (first AC) · Tags: binary search, greedy

[Naamani's solution](#)

193.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures

[Naamani's solution](#)

194.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[Naamani's solution](#)

195.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 2000 · first AC: 2025-10-20 · Java 8 (first AC) · Tags: greedy, math, number theory

[Naamani's solution](#)

196.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · Java 8 (first AC) · Tags: data structures, graph matchings, greedy

[Naamani's solution](#)

197.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Naamani's solution](#)

198.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Naamani's solution](#)

199.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2025-02-03 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Naamani's solution](#)

200.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-25 · Java 8 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Naamani's solution](#)

201.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Naamani's solution](#)

202.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math

[Naamani's solution](#)

203.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Naamani's solution](#)

204.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-11-28 · Java 8 (first AC) · Tags: bitmasks, greedy, math, trees

[Naamani's solution](#)

205.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2024-10-30 · Java 8 (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Naamani's solution](#)

206.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Naamani's solution](#)

207.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2024-10-28 · Java 8 (first AC) · Tags: data structures, dp, greedy, two pointers

[Naamani's solution](#)

208.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Naamani's solution](#)

209.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-10-05 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[Naamani's solution](#)

210.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · Java 8 (first AC) · Tags: bitmasks, dp, math, probabilities

[Naamani's solution](#)

211.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2024-09-18 · Java 8 (first AC) · Tags: binary search, dp, greedy

[Naamani's solution](#)

212.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-09-15 · Java 8 (first AC) · Tags: math, two pointers

[Naamani's solution](#)

213.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Naamani's solution](#)

214.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-31 · Java 8 (first AC) · Tags: binary search, data structures, dp, greedy

[Naamani's solution](#)

215.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Naamani's solution](#)

216.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Naamani's solution](#)

217.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Naamani's solution](#)

218.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · Java 8 (first AC) · Tags: dp, geometry

[Naamani's solution](#)

219.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2025-02-10 · Java 8 (first AC) · Tags: data structures, greedy, strings

[Naamani's solution](#)

220.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Naamani's solution](#)

221.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Naamani's solution](#)

222.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2024-12-24 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[Naamani's solution](#)

223.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-12-22 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Naamani's solution](#)

224.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Naamani's solution](#)

225.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Naamani's solution](#)

226.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-12-07 · Java 8 (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Naamani's solution](#)

227.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-12-05 · Java 8 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Naamani's solution](#)

228.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-12-02 · Java 8 (first AC) · Tags: data structures, implementation, math, sortings

[Naamani's solution](#)

229.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-11-13 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[Naamani's solution](#)

230.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2024-10-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy

[Naamani's solution](#)

231.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Naamani's solution](#)

232.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-11-10 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp

[Naamani's solution](#)

233.

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-25 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Naamani's solution](#)

234.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · Java 8 (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Naamani's solution](#)

235.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-10-14 · Java 8 (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Naamani's solution](#)

236.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Naamani's solution](#)

237.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Naamani's solution](#)

238.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Naamani's solution](#)

239.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-03-09 · Java 8 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Naamani's solution](#)

240.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum · Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-27 · Java 8 (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Naamani's solution](#)

241.

86D

[Powerful array · Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Naamani's solution](#)

242.

617E

[XOR and Favorite Number · Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Naamani's solution](#)

243.

1579G

[Minimal Coverage · Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2025-02-24 · last AC: 2025-02-24 · Java 8 (first AC) · Tags: dp

[Naamani's solution](#)

244.

1898E

[Sofia and Strings · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Naamani's solution](#)

245.

1140E

[Palindrome-less Arrays · Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Naamani's solution](#)

246.

2062D

[Balanced Tree · Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-30 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Naamani's solution](#)

247.

2013E

[Prefix GCD · Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-01-08 · Java 8 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Naamani's solution](#)

248.

2014G

[Milky Days · Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-01-06 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation

[Naamani's solution](#)

249.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Naamani's solution](#)

250.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Naamani's solution](#)

251.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Naamani's solution](#)

252.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-12-05 · Java 8 (first AC) · Tags: dp, matrices

[Naamani's solution](#)

253.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2024-11-16 · Java 8 (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Naamani's solution](#)

254.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-26 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Naamani's solution](#)

255.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-11-08 · Java 8 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Naamani's solution](#)

256.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-11-06 · Java 8 (first AC) · Tags: combinatorics, graph matchings, math

[Naamani's solution](#)

257.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Naamani's solution](#)

258.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Naamani's solution](#)

259.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Naamani's solution](#)

260.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Naamani's solution](#)

261.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Naamani's solution](#)

262.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · Java 8 (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Naamani's solution](#)

263.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Naamani's solution](#)

264.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-19 · Java 8 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Naamani's solution](#)

265.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-03-05 · Java 8 (first AC) · Tags: combinatorics, math, probabilities

[Naamani's solution](#)

266.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Naamani's solution](#)

267.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Naamani's solution](#)

268.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[Naamani's solution](#)

269.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-01-11 · Java 8 (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Naamani's solution](#)

270.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-27 · Java 8 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Naamani's solution](#)

271.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Naamani's solution](#)

272.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-12-09 · Java 8 (first AC) · Tags: constructive algorithms, greedy, strings

[Naamani's solution](#)

273.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2024-11-17 · Java 8 (first AC) · Tags: dfs and similar, graphs

[Naamani's solution](#)

274.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Naamani's solution](#)

275.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-10-06 · Java 8 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Naamani's solution](#)

276.

177F2

[Script Generation](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2300 · first AC: 2024-10-05 · Java 8 (first AC) · Tags: —

[Naamani's solution](#)

277.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2024-10-04 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, trees

[Naamani's solution](#)

278.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2024-10-03 · Java 8 (first AC) · Tags: dfs and similar, greedy, trees

[Naamani's solution](#)

279.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-10-03 · Java 8 (first AC) · Tags: bitmasks, geometry, math, number theory

[Naamani's solution](#)

280.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-10-02 · Java 8 (first AC) · Tags: bitmasks, data structures

[Naamani's solution](#)

281.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-30 · Java 8 (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Naamani's solution](#)

282.

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-09-30 · Java 8 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Naamani's solution](#)

283.

2041F

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

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-10-21 · Java 8 (first AC) · Tags: brute force, dfs and similar, number theory

[Naamani's solution](#)

284.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-10-19 · Java 8 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Naamani's solution](#)

285.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-10-14 · Java 8 (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Naamani's solution](#)

286.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2025-06-29 · Java 8 (first AC) · Tags: constructive algorithms, interactive, number theory

[Naamani's solution](#)

287.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Naamani's solution](#)

288.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Naamani's solution](#)

289.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-04-17 · Java 8 (first AC) · Tags: data structures, dfs and similar, trees

[Naamani's solution](#)

290.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-07 · Java 8 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Naamani's solution](#)

291.

2086E

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

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Naamani's solution](#)

292.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Naamani's solution](#)

293.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Naamani's solution](#)

294.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-12-12 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Naamani's solution](#)

295.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · Java 8 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Naamani's solution](#)

296.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-11-10 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Naamani's solution](#)

297.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Naamani's solution](#)

298.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-10-27 · Java 8 (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Naamani's solution](#)

299.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-25 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Naamani's solution](#)

300.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · Java 8 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Naamani's solution](#)

301.

2160G1

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

Rating: 2500 · first AC: 2025-10-13 · Java 8 (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers

[Naamani's solution](#)

302.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-13 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Naamani's solution](#)

303.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-24 · Java 8 (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Naamani's solution](#)

304.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Naamani's solution](#)

305.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Naamani's solution](#)

306.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Naamani's solution](#)

307.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Naamani's solution](#)

308.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Naamani's solution](#)

309.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-17 · Java 8 (first AC) · Tags: greedy

[Naamani's solution](#)

310.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Naamani's solution](#)

311.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · Java 8 (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Naamani's solution](#)

312.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · Java 8 (first AC) · Tags: dp, greedy, implementation

[Naamani's solution](#)

313.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-11-21 · Java 8 (first AC) · Tags: 2-sat, graphs

[Naamani's solution](#)

314.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-23 · Java 8 (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Naamani's solution](#)

315.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Naamani's solution](#)

316.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-19 · Java 8 (first AC) · Tags: combinatorics, dp, probabilities, trees

[Naamani's solution](#)

317.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Naamani's solution](#)

318.

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Naamani's solution](#)

319.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Naamani's solution](#)

320.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Naamani's solution](#)

321.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · Java 8 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Naamani's solution](#)

322.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Naamani's solution](#)

323.

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-19 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Naamani's solution](#)

324.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-18 · last AC: 2025-10-18 · Java 8 (first AC) · Tags: dp

[Naamani's solution](#)

325.

2152H1

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

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-17 · Java 8 (first AC) · Tags: dfs and similar, dp, greedy

[Naamani's solution](#)

326.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-11 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy

[Naamani's solution](#)

327.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-30 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Naamani's solution](#)

328.

2156F2

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

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-25 · Java 8 (first AC) · Tags: data structures, greedy, trees

[Naamani's solution](#)

329.

2159D2

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

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Naamani's solution](#)

330.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

331.

104466J

[Japanese Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

332.

104466H

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

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

333.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

334.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

335.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

336.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

337.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

338.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

339.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

340.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

341.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

342.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

343.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

344.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

345.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

346.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

347.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

348.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

349.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

350.

100169B

[Secret Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · Java 8 (first AC) · Tags: —

[Naamani's solution](#)

351.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

352.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

353.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

354.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

355.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

356.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

357.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

358.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

359.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

360.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

361.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

362.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

363.

105257J

[Prime Guess II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

364.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

365.

105257B

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

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

366.

105257D

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

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

367.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

368.

105257E

[Trade Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

369.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Naamani's solution](#)

370.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

371.

105257G

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

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

372.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

373.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

374.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

375.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

376.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

377.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

378.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

379.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

380.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

381.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

382.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

383.

398D

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

Quality: 1,273 global accepts · Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Naamani's solution](#)

384.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Naamani's solution](#)

385.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

386.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

387.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

388.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

389.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

390.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

391.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

392.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Naamani's solution](#)

393.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Naamani's solution](#)

394.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

395.

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · Java 8 (first AC) · Tags: —

[Naamani's solution](#)

396.

101102I

[Simple Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · last AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Naamani's solution](#)

397.

101102J

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

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

398.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

399.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

400.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Naamani's solution](#)

401.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

402.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Naamani's solution](#)

403.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Naamani's solution](#)

404.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

405.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

406.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

407.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

408.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

409.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

410.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

411.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

412.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

413.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Naamani's solution](#)

414.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · last AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Naamani's solution](#)

415.

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