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Unique solved — Nine Suns

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

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

Filters: none

Count: 314

1.

2183A

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

Quality: 23,671 global accepts · Rating: 800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: games

[Nine Suns's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Nine Suns's solution](#)

3.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Nine Suns's solution](#)

4.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Nine Suns's solution](#)

5.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,262 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[Nine Suns's solution](#)

6.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Nine Suns's solution](#)

7.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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8.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Nine Suns's solution](#)

9.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

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10.

1929B

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

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

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11.

1929A

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

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

[Nine_Suns's solution](#)

12.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Nine_Suns's solution](#)

13.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Nine_Suns's solution](#)

14.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Nine_Suns's solution](#)

15.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[Nine_Suns's solution](#)

16.

2002B

[Removals Game](#) · [Tutorial](#)

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

[Nine_Suns's solution](#)

17.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nine_Suns's solution](#)

18.

2183B

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

Quality: 16,176 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Nine_Suns's solution](#)

19.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Nine_Suns's solution](#)

20.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,136 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Nine_Suns's solution](#)

21.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Nine_Suns's solution](#)

22.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Nine_Suns's solution](#)

23.

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Nine_Suns's solution](#)

24.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Nine_Suns's solution](#)

25.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Nine_Suns's solution](#)

26.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Nine_Suns's solution](#)

27.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Nine_Suns's solution](#)

28.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Nine_Suns's solution](#)

29.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nine_Suns's solution](#)

30.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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31.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,675 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Nine_Suns's solution](#)

32.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[Nine_Suns's solution](#)

33.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nine_Suns's solution](#)

34.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Nine_Suns's solution](#)

35.

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Nine_Suns's solution](#)

36.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Nine_Suns's solution](#)

37.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Nine_Suns's solution](#)

38.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Nine_Suns's solution](#)

39.

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nine_Suns's solution](#)

40.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[Nine_Suns's solution](#)

41.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Nine_Suns's solution](#)

42.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Nine_Suns's solution](#)

43.

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

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44.

2023B

[Skipping](#) · [Tutorial](#)

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

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45.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Nine_Suns's solution](#)

46.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Nine_Suns's solution](#)

47.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Nine_Suns's solution](#)

48.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[Nine_Suns's solution](#)

49.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Nine_Suns's solution](#)

50.

2053E

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

Quality: 4,515 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

[Nine_Suns's solution](#)

51.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Nine_Suns's solution](#)

52.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Nine_Suns's solution](#)

53.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Nine_Suns's solution](#)

54.

2002D1

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

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

[Nine_Suns's solution](#)

55.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,355 global accepts · Rating: 1900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[Nine_Suns's solution](#)

56.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nine_Suns's solution](#)

57.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

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58.

1928D

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

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

[Nine_Suns's solution](#)

59.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, trees

[Nine_Suns's solution](#)

60.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Nine_Suns's solution](#)

61.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Nine_Suns's solution](#)

62.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Nine_Suns's solution](#)

63.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers

[Nine_Suns's solution](#)

64.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Nine_Suns's solution](#)

65.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Nine_Suns's solution](#)

66.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Nine_Suns's solution](#)

67.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Nine_Suns's solution](#)

68.

2150C

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Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Nine_Suns's solution](#)

69.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Nine_Suns's solution](#)

70.

2178F

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

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

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71.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Nine_Suns's solution](#)

72.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Nine_Suns's solution](#)

73.

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

[Nine_Suns's solution](#)

74.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Nine_Suns's solution](#)

75.

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nine_Suns's solution](#)

76.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Nine_Suns's solution](#)

77.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Nine_Suns's solution](#)

78.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Nine_Suns's solution](#)

79.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Nine_Suns's solution](#)

80.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Nine_Suns's solution](#)

81.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, implementation

[Nine_Suns's solution](#)

82.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[Nine_Suns's solution](#)

83.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Nine_Suns's solution](#)

84.

2002E

[Cosmic Rays](#) · [Tutorial](#)

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

[Nine_Suns's solution](#)

85.

2002D2

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

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

[Nine_Suns's solution](#)

86.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices

[Nine_Suns's solution](#)

87.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Nine_Suns's solution](#)

88.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Nine_Suns's solution](#)

89.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Nine_Suns's solution](#)

90.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nine_Suns's solution](#)

91.

1929F

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

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

[Nine_Suns's solution](#)

92.

1929E

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

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

[Nine_Suns's solution](#)

93.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Nine_Suns's solution](#)

94.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Nine_Suns's solution](#)

95.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Nine_Suns's solution](#)

96.

2023C

[C+K+S](#) · [Tutorial](#)

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

[Nine_Suns's solution](#)

97.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Nine_Suns's solution](#)

98.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Nine_Suns's solution](#)

99.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Nine_Suns's solution](#)

100.

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Nine_Suns's solution](#)

101.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Nine_Suns's solution](#)

102.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nine_Suns's solution](#)

103.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Nine_Suns's solution](#)

104.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Nine_Suns's solution](#)

105.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Nine_Suns's solution](#)

106.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Nine_Suns's solution](#)

107.

2165D

[Path Split](#) · [Tutorial](#)

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

[Nine_Suns's solution](#)

108.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Nine_Suns's solution](#)

109.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Nine_Suns's solution](#)

110.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Nine_Suns's solution](#)

111.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Nine_Suns's solution](#)

112.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Nine_Suns's solution](#)

113.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[Nine_Suns's solution](#)

114.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Nine_Suns's solution](#)

115.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Nine_Suns's solution](#)

116.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Nine_Suns's solution](#)

117.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Nine_Suns's solution](#)

118.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nine_Suns's solution](#)

119.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Nine_Suns's solution](#)

120.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Nine_Suns's solution](#)

121.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Nine_Suns's solution](#)

122.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Nine_Suns's solution](#)

123.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[Nine_Suns's solution](#)

124.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nine_Suns's solution](#)

125.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nine_Suns's solution](#)

126.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Nine_Suns's solution](#)

127.

2122E

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

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Nine_Suns's solution](#)

128.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Nine_Suns's solution](#)

129.

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

[Nine_Suns's solution](#)

130.

802A3

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

Quality: 700 global accepts · Rating: 2600 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Nine_Suns's solution](#)

131.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Nine_Suns's solution](#)

132.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Nine_Suns's solution](#)

133.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Nine_Suns's solution](#)

134.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Nine_Suns's solution](#)

135.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Nine_Suns's solution](#)

136.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Nine_Suns's solution](#)

137.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Nine_Suns's solution](#)

138.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nine_Suns's solution](#)

139.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Nine_Suns's solution](#)

140.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Nine_Suns's solution](#)

141.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Nine_Suns's solution](#)

142.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Nine_Suns's solution](#)

143.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[Nine_Suns's solution](#)

144.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Nine_Suns's solution](#)

145.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Nine_Suns's solution](#)

146.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Nine_Suns's solution](#)

147.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Nine_Suns's solution](#)

148.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Nine_Suns's solution](#)

149.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[Nine_Suns's solution](#)

150.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: probabilities, shortest paths

[Nine_Suns's solution](#)

151.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nine_Suns's solution](#)

152.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nine_Suns's solution](#)

153.

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Nine_Suns's solution](#)

154.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Nine_Suns's solution](#)

155.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Nine_Suns's solution](#)

156.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nine_Suns's solution](#)

157.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nine_Suns's solution](#)

158.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Nine_Suns's solution](#)

159.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Nine_Suns's solution](#)

160.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Nine_Suns's solution](#)

161.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp,

hashing, probabilities

[Nine_Suns's solution](#)

162.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Nine_Suns's solution](#)

163.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Nine_Suns's solution](#)

164.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Nine_Suns's solution](#)

165.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[Nine_Suns's solution](#)

166.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Nine_Suns's solution](#)

167.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Nine_Suns's solution](#)

168.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Nine_Suns's solution](#)

169.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Nine_Suns's solution](#)

170.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Nine_Suns's solution](#)

171.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[Nine_Suns's solution](#)

172.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Nine_Suns's solution](#)

173.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Nine_Suns's solution](#)

174.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nine_Suns's solution](#)

175.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nine_Suns's solution](#)

176.

2085F2

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

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Nine_Suns's solution](#)

177.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Nine_Suns's solution](#)

178.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Nine_Suns's solution](#)

179.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Nine_Suns's solution](#)

180.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Nine_Suns's solution](#)

181.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Nine_Suns's solution](#)

182.

2062F

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

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

[Nine_Suns's solution](#)

183.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-07-09 · last AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nine_Suns's solution](#)

184.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Nine_Suns's solution](#)

185.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Nine_Suns's solution](#)

186.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nine_Suns's solution](#)

187.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Nine_Suns's solution](#)

188.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nine_Suns's solution](#)

189.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[Nine_Suns's solution](#)

190.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Nine_Suns's solution](#)

191.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[Nine_Suns's solution](#)

192.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees
[Nine_Suns's solution](#)

193.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Nine_Suns's solution](#)

194.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Nine_Suns's solution](#)

195.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[Nine_Suns's solution](#)

196.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[Nine_Suns's solution](#)

197.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Nine_Suns's solution](#)

198.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Nine_Suns's solution](#)

199.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Nine_Suns's solution](#)

200.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Nine_Suns's solution](#)

201.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nine_Suns's solution](#)

202.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[Nine_Suns's solution](#)

203.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Nine_Suns's solution](#)

204.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Nine_Suns's solution](#)

205.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[Nine_Suns's solution](#)

206.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[Nine_Suns's solution](#)

207.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Nine_Suns's solution](#)

208.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings, trees

[Nine_Suns's solution](#)

209.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Nine_Suns's solution](#)

210.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Nine_Suns's solution](#)

211.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Nine_Suns's solution](#)

212.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Nine_Suns's solution](#)

213.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Nine_Suns's solution](#)

214.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Nine_Suns's solution](#)

215.

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Nine_Suns's solution](#)

216.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-04-22 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Nine_Suns's solution](#)

217.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[Nine_Suns's solution](#)

218.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[Nine_Suns's solution](#)

219.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[Nine_Suns's solution](#)

220.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Nine_Suns's solution](#)

221.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Nine_Suns's solution](#)

222.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[Nine_Suns's solution](#)

223.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[Nine_Suns's solution](#)

224.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[Nine_Suns's solution](#)

225.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Nine_Suns's solution](#)

226.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Nine_Suns's solution](#)

227.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees
[Nine_Suns's solution](#)

228.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[Nine_Suns's solution](#)

229.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs
[Nine_Suns's solution](#)

230.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[Nine_Suns's solution](#)

231.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[Nine_Suns's solution](#)

232.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[Nine_Suns's solution](#)

233.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy
[Nine_Suns's solution](#)

234.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[Nine_Suns's solution](#)

235.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[Nine_Suns's solution](#)

236.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[Nine_Suns's solution](#)

237.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2024-05-24 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[Nine_Suns's solution](#)

238.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Nine_Suns's solution](#)

239.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[Nine_Suns's solution](#)

240.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[Nine_Suns's solution](#)

241.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities
[Nine_Suns's solution](#)

242.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math
[Nine_Suns's solution](#)

243.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-03-26 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Nine_Suns's solution](#)

244.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nine_Suns's solution](#)

245.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft

[Nine_Suns's solution](#)

246.

2190E

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

Quality: 236 global accepts · Rating: 3200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Nine_Suns's solution](#)

247.

2183G

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

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[Nine_Suns's solution](#)

248.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[Nine_Suns's solution](#)

249.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[Nine_Suns's solution](#)

250.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Nine_Suns's solution](#)

251.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Nine_Suns's solution](#)

252.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[Nine_Suns's solution](#)

253.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: trees

[Nine_Suns's solution](#)

254.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Nine_Suns's solution](#)

255.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Nine_Suns's solution](#)

256.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Nine_Suns's solution](#)

257.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Nine_Suns's solution](#)

258.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2024-04-21 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Nine_Suns's solution](#)

259.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Nine_Suns's solution](#)

260.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Nine_Suns's solution](#)

261.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Nine_Suns's solution](#)

262.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nine_Suns's solution](#)

263.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[Nine_Suns's solution](#)

264.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Nine_Suns's solution](#)

265.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Nine_Suns's solution](#)

266.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Nine_Suns's solution](#)

267.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[Nine_Suns's solution](#)

268.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[Nine_Suns's solution](#)

269.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Nine_Suns's solution](#)

270.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Nine_Suns's solution](#)

271.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nine_Suns's solution](#)

272.

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, games

[Nine_Suns's solution](#)

273.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Nine_Suns's solution](#)

274.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees

[Nine_Suns's solution](#)

275.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nine_Suns's solution](#)

276.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Nine_Suns's solution](#)

277.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[Nine_Suns's solution](#)

278.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Nine_Suns's solution](#)

279.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry

[Nine_Suns's solution](#)

280.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities

[Nine_Suns's solution](#)

281.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Nine_Suns's solution](#)

282.

1641E

[Special Positions](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3300 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Nine_Suns's solution](#)

283.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Nine_Suns's solution](#)

284.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Nine_Suns's solution](#)

285.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[Nine_Suns's solution](#)

286.

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

[Nine_Suns's solution](#)

287.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Nine_Suns's solution](#)

288.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Nine_Suns's solution](#)

289.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[Nine_Suns's solution](#)

290.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[Nine_Suns's solution](#)

291.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Nine_Suns's solution](#)

292.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Nine_Suns's solution](#)

293.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Nine_Suns's solution](#)

294.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Nine_Suns's solution](#)

295.

2084G2

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

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Nine_Suns's solution](#)

296.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[Nine_Suns's solution](#)

297.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[Nine_Suns's solution](#)

298.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Nine_Suns's solution](#)

299.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Nine_Suns's solution](#)

300.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Nine_Suns's solution](#)

301.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows

[Nine_Suns's solution](#)

302.

1942H

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

Quality: 207 global accepts · Rating: 3500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees

[Nine_Suns's solution](#)

303.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[Nine_Suns's solution](#)

304.

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

[Nine_Suns's solution](#)

305.

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

[Nine_Suns's solution](#)

306.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Nine_Suns's solution](#)

307.

2062G

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

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

[Nine_Suns's solution](#)

308.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Nine_Suns's solution](#)

309.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[Nine_Suns's solution](#)

310.

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[Nine_Suns's solution](#)

311.

100962D

[Deep Purple](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nine_Suns's solution](#)

312.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Nine_Suns's solution](#)

313.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Nine_Suns's solution](#)

314.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Nine_Suns's solution](#)