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Unique solved — Oler_kzc

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

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Filters: none

Count: 735

- 1.**
2037A
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Quality: 35,695 global accepts · Rating: 800 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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- 2.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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- 3.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,484 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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- 4.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,534 global accepts · Rating: 800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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- 5.**
2204A
[Passing the Ball](#) · [Tutorial](#)
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- 6.**
2207A
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Quality: 13,677 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Oler_kzc's solution](#)
- 7.**
2183A
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- 8.**
2178A
[Yes or Yes](#) · [Tutorial](#)
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- 9.**
2180B
[Ashmal](#) · [Tutorial](#)
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- 10.**
2180A
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11.

2176A

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12.

2172A

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13.

2164A

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14.

2161A

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15.

2152A

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16.

2146A

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Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

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17.

2147A

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Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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18.

2127A

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Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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19.

2128A

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Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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20.

2122A

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21.

2120A

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22.

1896A

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Quality: 57,306 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

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23.

2109A

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24.

2110A

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25.

2107A

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26.

2103A

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27.

2096A

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28.

2093A

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29.

2084A

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30.

2074B

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31.

2074A

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[Oler_kzc's solution](#)

32.

2071A

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33.

2062A

[String](#) · [Tutorial](#)

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34.

2063A

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35.

2061A

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36.

2057A

[MEX Table](#) · [Tutorial](#)

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37.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
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38.

2048A

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39.

2034A

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[Oler_kzc's solution](#)

40.

2039A

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[Oler_kzc's solution](#)

41.

1780A

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42.

2003A

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43.

2003B

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44.

2001B

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45.

2001A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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46.

2004A

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47.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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48.

1998A

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49.

1991A

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50.

1994A

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51.

1987A

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52.

1982A

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53.

1909A

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54.

1863A

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55.

1799A

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56.

1779A

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57.

1696A

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58.

1681B

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59.

1681A

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60.

1684B

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61.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

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- 62.**
1644B
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Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Oler_kzc's solution](#)
- 63.**
1644A
[Doors and Keys](#) · [Tutorial](#)
Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Oler_kzc's solution](#)
- 64.**
1625A
[Ancient Civilization](#) · [Tutorial](#)
Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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- 65.**
1621A
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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Oler_kzc's solution](#)
- 66.**
1622A
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- 67.**
1591A
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- 68.**
1608A
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- 69.**
1605A
[A.M. Deviation](#) · [Tutorial](#)
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- 70.**
1607A
[Linear Keyboard](#) · [Tutorial](#)
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- 71.**
1593A
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- 72.**
1547B
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73.

1547A

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74.

2209B

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75.

2178B

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76.

2169A

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Quality: 19,052 global accepts · Rating: 900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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77.

1896B

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78.

2110B

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Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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79.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 900 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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80.

1267B

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81.

2093B

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82.

2062B

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83.

2048B

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Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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84.

611A

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85.

1779B

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86.

1696B

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87.

1591B

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88.

1613A

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89.

1607B

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90.

1606A

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Quality: 37,474 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

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91.

1593B

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92.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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93.

2176B

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94.

2164B

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95.

2147B

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96.

2120B

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97.

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98.

2057B

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

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

[Oler_kzc's solution](#)

99.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Oler_kzc's solution](#)

100.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Oler_kzc's solution](#)

101.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Oler_kzc's solution](#)

102.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Oler_kzc's solution](#)

103.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Oler_kzc's solution](#)

104.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Oler_kzc's solution](#)

105.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Oler_kzc's solution](#)

106.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Oler_kzc's solution](#)

107.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Oler_kzc's solution](#)

108.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Oler_kzc's solution](#)

109.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Oler_kzc's solution](#)

110.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Oler_kzc's solution](#)

111.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Oler_kzc's solution](#)

112.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Oler_kzc's solution](#)

113.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Oler_kzc's solution](#)

114.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Oler_kzc's solution](#)

115.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Oler_kzc's solution](#)

116.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Oler_kzc's solution](#)

117.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Oler_kzc's solution](#)

118.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Oler_kzc's solution](#)

119.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Oler_kzc's solution](#)

120.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Oler_kzc's solution](#)

121.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Oler_kzc's solution](#)

122.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Oler_kzc's solution](#)

123.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Oler_kzc's solution](#)

124.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Oler_kzc's solution](#)

125.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Oler_kzc's solution](#)

126.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Oler_kzc's solution](#)

127.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Oler_kzc's solution](#)

128.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Oler_kzc's solution](#)

129.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Oler_kzc's solution](#)

130.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Oler_kzc's solution](#)

131.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Oler_kzc's solution](#)

132.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Oler_kzc's solution](#)

133.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Oler_kzc's solution](#)

134.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Oler_kzc's solution](#)

135.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Oler_kzc's solution](#)

136.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Oler_kzc's solution](#)

137.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,130 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Oler_kzc's solution](#)

138.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,695 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Oler_kzc's solution](#)

139.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 1200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Oler_kzc's solution](#)

140.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Oler_kzc's solution](#)

141.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Oler_kzc's solution](#)

142.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Oler_kzc's solution](#)

143.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Oler_kzc's solution](#)

144.

2062C

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

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

[Oler_kzc's solution](#)

145.

2053B

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

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

[Oler_kzc's solution](#)

146.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Oler_kzc's solution](#)

147.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Oler_kzc's solution](#)

148.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Oler_kzc's solution](#)

149.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Oler_kzc's solution](#)

150.

1987C

[Basil's Garden](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

151.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Oler_kzc's solution](#)

152.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Oler_kzc's solution](#)

153.

1909B

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

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Oler_kzc's solution](#)

154.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Oler_kzc's solution](#)

155.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Oler_kzc's solution](#)

156.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Oler_kzc's solution](#)

157.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[Oler_kzc's solution](#)

158.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Oler_kzc's solution](#)

159.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Oler_kzc's solution](#)

160.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Oler_kzc's solution](#)

161.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Oler_kzc's solution](#)

162.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Oler_kzc's solution](#)

163.

2152B

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

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

[Oler_kzc's solution](#)

164.

2150A

[Incremental Path](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

165.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Oler_kzc's solution](#)

166.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Oler_kzc's solution](#)

167.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Oler_kzc's solution](#)

168.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

169.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation

[Oler_kzc's solution](#)

170.

2023A

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

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

[Oler_kzc's solution](#)

171.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

172.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Oler_kzc's solution](#)

173.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Oler_kzc's solution](#)

174.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Oler_kzc's solution](#)

175.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Oler_kzc's solution](#)

176.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Oler_kzc's solution](#)

177.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Oler_kzc's solution](#)

178.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,910 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Oler_kzc's solution](#)

179.

2190B1

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

Quality: 10,671 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

[Oler_kzc's solution](#)

180.

2164C

[Dungeon](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

181.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Oler_kzc's solution](#)

182.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Oler_kzc's solution](#)

183.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Oler_kzc's solution](#)

184.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Oler_kzc's solution](#)

185.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Oler_kzc's solution](#)

186.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
[Oler_kzc's solution](#)

187.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Oler_kzc's solution](#)

188.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Oler_kzc's solution](#)

189.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Oler_kzc's solution](#)

190.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Oler_kzc's solution](#)

191.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Oler_kzc's solution](#)

192.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Oler_kzc's solution](#)

193.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Oler_kzc's solution](#)

194.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Oler_kzc's solution](#)

195.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Oler_kzc's solution](#)

196.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Oler_kzc's solution](#)

197.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Oler_kzc's solution](#)

198.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Oler_kzc's solution](#)

199.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Oler_kzc's solution](#)

200.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Oler_kzc's solution](#)

201.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Oler_kzc's solution](#)

202.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Oler_kzc's solution](#)

203.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Oler_kzc's solution](#)

204.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Oler_kzc's solution](#)

205.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Oler_kzc's solution](#)

206.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Oler_kzc's solution](#)

207.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Oler_kzc's solution](#)

208.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Oler_kzc's solution](#)

209.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Oler_kzc's solution](#)

210.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Oler_kzc's solution](#)

211.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Oler_kzc's solution](#)

212.

2077A

[Breach of Faith](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

213.

2057C

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

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

[Oler_kzc's solution](#)

214.

2053C

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

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

[Oler_kzc's solution](#)

215.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Oler_kzc's solution](#)

216.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Oler_kzc's solution](#)

217.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Oler_kzc's solution](#)

218.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Oler_kzc's solution](#)

219.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Oler_kzc's solution](#)

220.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Oler_kzc's solution](#)

221.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Oler_kzc's solution](#)

222.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Oler_kzc's solution](#)

223.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Oler_kzc's solution](#)

224.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Oler_kzc's solution](#)

225.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

226.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Oler_kzc's solution](#)

227.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Oler_kzc's solution](#)

228.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Oler_kzc's solution](#)

229.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Oler_kzc's solution](#)

230.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Oler_kzc's solution](#)

231.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Oler_kzc's solution](#)

232.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Oler_kzc's solution](#)

233.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Oler_kzc's solution](#)

234.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Oler_kzc's solution](#)

235.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, strings

[Oler_kzc's solution](#)

236.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Oler_kzc's solution](#)

237.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Oler_kzc's solution](#)

238.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Oler_kzc's solution](#)

239.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Oler_kzc's solution](#)

240.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Oler_kzc's solution](#)

241.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Oler_kzc's solution](#)

242.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Oler_kzc's solution](#)

243.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Oler_kzc's solution](#)

244.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Oler_kzc's solution](#)

245.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Oler_kzc's solution](#)

246.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 1700 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Oler_kzc's solution](#)

247.

2201B

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

Quality: 4,949 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Oler_kzc's solution](#)

248.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,082 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Oler_kzc's solution](#)

249.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Oler_kzc's solution](#)

250.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Oler_kzc's solution](#)

251.

2159A

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

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

[Oler_kzc's solution](#)

252.

2152D

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

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

[Oler_kzc's solution](#)

253.

2150B

[Grid Counting](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

254.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Oler_kzc's solution](#)

255.

2135B

[For the Champion](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

256.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Oler_kzc's solution](#)

257.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Oler_kzc's solution](#)

258.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Oler_kzc's solution](#)

259.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Oler_kzc's solution](#)

260.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

261.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Oler_kzc's solution](#)

262.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[Oler_kzc's solution](#)

263.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Oler_kzc's solution](#)

264.

2071C

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

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Oler_kzc's solution](#)

265.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Oler_kzc's solution](#)

266.

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

[Oler_kzc's solution](#)

267.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Oler_kzc's solution](#)

268.

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

[Oler_kzc's solution](#)

269.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Oler_kzc's solution](#)

270.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Oler_kzc's solution](#)

271.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Oler_kzc's solution](#)

272.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Oler_kzc's solution](#)

273.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Oler_kzc's solution](#)

274.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Oler_kzc's solution](#)

275.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Oler_kzc's solution](#)

276.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Oler_kzc's solution](#)

277.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Oler_kzc's solution](#)

278.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Oler_kzc's solution](#)

279.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Oler_kzc's solution](#)

280.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Oler_kzc's solution](#)

281.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Oler_kzc's solution](#)

282.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Oler_kzc's solution](#)

283.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Oler_kzc's solution](#)

284.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Oler_kzc's solution](#)

285.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Oler_kzc's solution](#)

286.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Oler_kzc's solution](#)

287.

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Oler_kzc's solution](#)

288.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Oler_kzc's solution](#)

289.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Oler_kzc's solution](#)

290.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Oler_kzc's solution](#)

291.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Oler_kzc's solution](#)

292.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Oler_kzc's solution](#)

293.

2164D

[Copy String](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

294.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Oler_kzc's solution](#)

295.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Oler_kzc's solution](#)

296.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Oler_kzc's solution](#)

297.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Oler_kzc's solution](#)

298.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry

[Oler_kzc's solution](#)

299.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2025-04-18 · last AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Oler_kzc's solution](#)

300.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Oler_kzc's solution](#)

301.

2093F

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

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Oler_kzc's solution](#)

302.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings

[Oler_kzc's solution](#)

303.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Oler_kzc's solution](#)

304.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Oler_kzc's solution](#)

305.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees

[Oler_kzc's solution](#)

306.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Oler_kzc's solution](#)

307.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Oler_kzc's solution](#)

308.

1987D

[World is Mine](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

309.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Oler_kzc's solution](#)

310.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Oler_kzc's solution](#)

311.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Oler_kzc's solution](#)

312.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Oler_kzc's solution](#)

313.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Oler_kzc's solution](#)

314.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Oler_kzc's solution](#)

315.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Oler_kzc's solution](#)

316.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Oler_kzc's solution](#)

317.

2109D

[D/D/D · Tutorial](#)

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Oler_kzc's solution](#)

318.

1938C

[Bit Counting Sequence · Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

319.

2068F

[Mascot Naming · Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[Oler_kzc's solution](#)

320.

2093G

[Shorten the Array · Tutorial](#)

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Oler_kzc's solution](#)

321.

2052E

[Expression Correction · Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[Oler_kzc's solution](#)

322.

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Oler_kzc's solution](#)

323.

2073A

[Control Towers · Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

324.

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

[Oler_kzc's solution](#)

325.

607B

[Zuma · Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Oler_kzc's solution](#)

326.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, matrices

[Oler_kzc's solution](#)

327.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Oler_kzc's solution](#)

328.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Oler_kzc's solution](#)

329.

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

[Oler_kzc's solution](#)

330.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Oler_kzc's solution](#)

331.

1991D

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

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

[Oler_kzc's solution](#)

332.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

333.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Oler_kzc's solution](#)

334.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Oler_kzc's solution](#)

335.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Oler_kzc's solution](#)

336.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Oler_kzc's solution](#)

337.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Oler_kzc's solution](#)

338.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Oler_kzc's solution](#)

339.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Oler_kzc's solution](#)

340.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Oler_kzc's solution](#)

341.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Oler_kzc's solution](#)

342.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Oler_kzc's solution](#)

343.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Oler_kzc's solution](#)

344.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Oler_kzc's solution](#)

345.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Oler_kzc's solution](#)

346.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Oler_kzc's solution](#)

347.

2135C

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

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

[Oler_kzc's solution](#)

348.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Oler_kzc's solution](#)

349.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[Oler_kzc's solution](#)

350.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Oler_kzc's solution](#)

351.

2096D

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

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

[Oler_kzc's solution](#)

352.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Oler_kzc's solution](#)

353.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Oler_kzc's solution](#)

354.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-04 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

355.

2062E1

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

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

[Oler_kzc's solution](#)

356.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Oler_kzc's solution](#)

357.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Oler_kzc's solution](#)

358.

2057D

[Gifts Order](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

359.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Oler_kzc's solution](#)

360.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, strings

[Oler_kzc's solution](#)

361.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, trees

[Oler_kzc's solution](#)

362.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Oler_kzc's solution](#)

363.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Oler_kzc's solution](#)

364.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Oler_kzc's solution](#)

365.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Oler_kzc's solution](#)

366.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

367.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Oler_kzc's solution](#)

368.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Oler_kzc's solution](#)

369.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Oler_kzc's solution](#)

370.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Oler_kzc's solution](#)

371.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Oler_kzc's solution](#)

372.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Oler_kzc's solution](#)

373.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Oler_kzc's solution](#)

374.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Oler_kzc's solution](#)

375.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Oler_kzc's solution](#)

376.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Oler_kzc's solution](#)

377.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Oler_kzc's solution](#)

378.

2152E

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

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

[Oler_kzc's solution](#)

379.

2150C

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

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

[Oler_kzc's solution](#)

380.

2135D1

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

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

[Oler_kzc's solution](#)

381.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Oler_kzc's solution](#)

382.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[Oler_kzc's solution](#)

383.

2115B

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

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

[Oler_kzc's solution](#)

384.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Oler_kzc's solution](#)

385.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

386.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Oler_kzc's solution](#)

387.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Oler_kzc's solution](#)

388.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Oler_kzc's solution](#)

389.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[Oler_kzc's solution](#)

390.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Oler_kzc's solution](#)

391.

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Oler_kzc's solution](#)

392.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Oler_kzc's solution](#)

393.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[Oler_kzc's solution](#)

394.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Oler_kzc's solution](#)

395.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Oler_kzc's solution](#)

396.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Oler_kzc's solution](#)

397.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Oler_kzc's solution](#)

398.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Oler_kzc's solution](#)

399.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Oler_kzc's solution](#)

400.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Oler_kzc's solution](#)

401.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,767 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Oler_kzc's solution](#)

402.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Oler_kzc's solution](#)

403.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Oler_kzc's solution](#)

404.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Oler_kzc's solution](#)

405.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

406.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[Oler_kzc's solution](#)

407.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Oler_kzc's solution](#)

408.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[Oler_kzc's solution](#)

409.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

410.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Oler_kzc's solution](#)

411.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Oler_kzc's solution](#)

412.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Oler_kzc's solution](#)

413.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Oler_kzc's solution](#)

414.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, greedy

[Oler_kzc's solution](#)

415.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Oler_kzc's solution](#)

416.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Oler_kzc's solution](#)

417.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Oler_kzc's solution](#)

418.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Oler_kzc's solution](#)

419.

1991F

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

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

[Oler_kzc's solution](#)

420.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Oler_kzc's solution](#)

421.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Oler_kzc's solution](#)

422.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Oler_kzc's solution](#)

423.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Oler_kzc's solution](#)

424.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Oler_kzc's solution](#)

425.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Oler_kzc's solution](#)

426.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Oler_kzc's solution](#)

427.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Oler_kzc's solution](#)

428.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Oler_kzc's solution](#)

429.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Oler_kzc's solution](#)

430.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Oler_kzc's solution](#)

431.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Oler_kzc's solution](#)

432.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Oler_kzc's solution](#)

433.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Oler_kzc's solution](#)

434.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Oler_kzc's solution](#)

435.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs,

implementation

[Oler_kzc's solution](#)

436.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Oler_kzc's solution](#)

437.

1938G

[Personality Test · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

438.

2068A

[Condorcet Elections · Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Oler_kzc's solution](#)

439.

2080C

[Card Flip · Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Oler_kzc's solution](#)

440.

995C

[Leaving the Bar · Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Oler_kzc's solution](#)

441.

2077C

[Binary Subsequence Value Sum · Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Oler_kzc's solution](#)

442.

2063E

[Triangle Tree · Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Oler_kzc's solution](#)

443.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Oler_kzc's solution](#)

444.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Oler_kzc's solution](#)

445.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Oler_kzc's solution](#)

446.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[Oler_kzc's solution](#)

447.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Oler_kzc's solution](#)

448.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Oler_kzc's solution](#)

449.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Oler_kzc's solution](#)

450.

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

[Oler_kzc's solution](#)

451.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Oler_kzc's solution](#)

452.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Oler_kzc's solution](#)

453.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Oler_kzc's solution](#)

454.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Oler_kzc's solution](#)

455.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Oler_kzc's solution](#)

456.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[Oler_kzc's solution](#)

457.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Oler_kzc's solution](#)

458.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Oler_kzc's solution](#)

459.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Oler_kzc's solution](#)

460.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Oler_kzc's solution](#)

461.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Oler_kzc's solution](#)

462.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Oler_kzc's solution](#)

463.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-30 · last AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Oler_kzc's solution](#)

464.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-04-29 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

465.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

466.

2096E

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

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

[Oler_kzc's solution](#)

467.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

468.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Oler_kzc's solution](#)

469.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

470.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Oler_kzc's solution](#)

471.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Oler_kzc's solution](#)

472.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Oler_kzc's solution](#)

473.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Oler_kzc's solution](#)

474.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Oler_kzc's solution](#)

475.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Oler_kzc's solution](#)

476.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities

[Oler_kzc's solution](#)

477.

585C

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

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Oler_kzc's solution](#)

478.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Oler_kzc's solution](#)

479.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Oler_kzc's solution](#)

480.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Oler_kzc's solution](#)

481.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Oler_kzc's solution](#)

482.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Oler_kzc's solution](#)

483.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Oler_kzc's solution](#)

484.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Oler_kzc's solution](#)

485.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Oler_kzc's solution](#)

486.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Oler_kzc's solution](#)

487.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: trees

[Oler_kzc's solution](#)

488.

2211E

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

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

[Oler_kzc's solution](#)

489.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Oler_kzc's solution](#)

490.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Oler_kzc's solution](#)

491.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Oler_kzc's solution](#)

492.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Oler_kzc's solution](#)

493.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Oler_kzc's solution](#)

494.

2152F

[Triple Attack](#) · [Tutorial](#)

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

[Oler_kzc's solution](#)

495.

2135D2

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

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

[Oler_kzc's solution](#)

496.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Oler_kzc's solution](#)

497.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Oler_kzc's solution](#)

498.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Oler_kzc's solution](#)

499.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Oler_kzc's solution](#)

500.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Oler_kzc's solution](#)

501.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Oler_kzc's solution](#)

502.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[Oler_kzc's solution](#)

503.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Oler_kzc's solution](#)

504.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Oler_kzc's solution](#)

505.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[Oler_kzc's solution](#)

506.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Oler_kzc's solution](#)

507.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Oler_kzc's solution](#)

508.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Oler_kzc's solution](#)

509.

1987F1

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

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

[Oler_kzc's solution](#)

510.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Oler_kzc's solution](#)

511.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Oler_kzc's solution](#)

512.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Oler_kzc's solution](#)

513.

2164F1

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

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

[Oler_kzc's solution](#)

514.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Oler_kzc's solution](#)

515.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Oler_kzc's solution](#)

516.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Oler_kzc's solution](#)

517.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Oler_kzc's solution](#)

518.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Oler_kzc's solution](#)

519.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Oler_kzc's solution](#)

520.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Oler_kzc's solution](#)

521.

1267F

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

Quality: 720 global accepts · Rating: 2600 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Oler_kzc's solution](#)

522.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Oler_kzc's solution](#)

523.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Oler_kzc's solution](#)

524.

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

[Oler_kzc's solution](#)

525.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Oler_kzc's solution](#)

526.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Oler_kzc's solution](#)

527.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Oler_kzc's solution](#)

528.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Oler_kzc's solution](#)

529.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Oler_kzc's solution](#)

530.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Oler_kzc's solution](#)

531.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Oler_kzc's solution](#)

532.

1987F2

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

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

[Oler_kzc's solution](#)

533.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Oler_kzc's solution](#)

534.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Oler_kzc's solution](#)

535.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest

paths

[Oler_kzc's solution](#)

536.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Oler_kzc's solution](#)

537.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[Oler_kzc's solution](#)

538.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Oler_kzc's solution](#)

539.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Oler_kzc's solution](#)

540.

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Oler_kzc's solution](#)

541.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Oler_kzc's solution](#)

542.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

543.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Oler_kzc's solution](#)

544.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Oler_kzc's solution](#)

545.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Oler_kzc's solution](#)

546.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Oler_kzc's solution](#)

547.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Oler_kzc's solution](#)

548.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Oler_kzc's solution](#)

549.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Oler_kzc's solution](#)

550.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-30 · last AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Oler_kzc's solution](#)

551.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

552.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Oler_kzc's solution](#)

553.

2053I1

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

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Oler_kzc's solution](#)

554.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Oler_kzc's solution](#)

555.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Oler_kzc's solution](#)

556.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Oler_kzc's solution](#)

557.

555E

[Case of Computer Network · Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Oler_kzc's solution](#)

558.

1967D

[Long Way to be Non-decreasing · Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Oler_kzc's solution](#)

559.

2002F2

[Court Blue \(Hard Version\) · Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Oler_kzc's solution](#)

560.

2206I

[Growth Factor · Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-04-23 · last AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Oler_kzc's solution](#)

561.

2207F

[Hanabi · Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Oler_kzc's solution](#)

562.

2201F1

[Monotone Monochrome Matrices \(Medium Version\) · Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[Oler_kzc's solution](#)

563.

2201E

[ABBA Counting · Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Oler_kzc's solution](#)

564.

2115D

[Gellyfish and Forget-Me-Not · Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Oler_kzc's solution](#)

565.

1062F

[Upgrading Cities · Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Oler_kzc's solution](#)

566.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

567.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Oler_kzc's solution](#)

568.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Oler_kzc's solution](#)

569.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Oler_kzc's solution](#)

570.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Oler_kzc's solution](#)

571.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Oler_kzc's solution](#)

572.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[Oler_kzc's solution](#)

573.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[Oler_kzc's solution](#)

574.

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Oler_kzc's solution](#)

575.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Oler_kzc's solution](#)

576.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Oler_kzc's solution](#)

577.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, expression parsing

[Oler_kzc's solution](#)

578.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Oler_kzc's solution](#)

579.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Oler_kzc's solution](#)

580.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Oler_kzc's solution](#)

581.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[Oler_kzc's solution](#)

582.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Oler_kzc's solution](#)

583.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Oler_kzc's solution](#)

584.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Oler_kzc's solution](#)

585.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Oler_kzc's solution](#)

586.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Oler_kzc's solution](#)

587.

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Oler_kzc's solution](#)

588.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Oler_kzc's solution](#)

589.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Oler_kzc's solution](#)

590.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Oler_kzc's solution](#)

591.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Oler_kzc's solution](#)

592.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Oler_kzc's solution](#)

593.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Oler_kzc's solution](#)

594.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Oler_kzc's solution](#)

595.

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Oler_kzc's solution](#)

596.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[Oler_kzc's solution](#)

597.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Oler_kzc's solution](#)

598.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[Oler_kzc's solution](#)

599.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Oler_kzc's solution](#)

600.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Oler_kzc's solution](#)

601.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Oler_kzc's solution](#)

602.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,980 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Oler_kzc's solution](#)

603.

106328H

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

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

604.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

605.

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

606.

105471I

[Max GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

607.

105471A

[An Easy Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

608.

105471B

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

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

609.

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

610.

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

611.

105471L

[Prism Palace](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

612.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

613.

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

614.

101808H

[Shahhoud the Chief Judge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

615.

101808D

[Simplified 2048](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

616.

101808E

[Floods](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

617.

101808G

[Weird Requirements](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

618.

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

619.

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

620.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

621.

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

622.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

623.

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

624.

101808L

[V--o\\$\ \\$o--V](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

625.

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

626.

105928B

[Adventure for Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

627.

105928K

[Pleasure of Hope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

628.

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

629.

105928H

[An AtCoder-style Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

630.

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

631.

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

632.

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

633.

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

634.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

635.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

636.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

637.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

638.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

639.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

640.

103119L

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

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Oler_kzc's solution](#)

641.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

642.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

643.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

644.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

645.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

646.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

647.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

648.

105851J

[Vũ Niê](#)

Rating: — · first AC: 2025-05-06 · last AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

649.

105851D

[g\NQLQyVQH](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

650.

105851I

[g\LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Oler_kzc's solution](#)

651.

105851H

[LinkTwo5-diO](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oler_kzc's solution](#)

652.

105851K

[g Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oler_kzc's solution](#)

653.

105851E

[^•nWAPtorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oler_kzc's solution](#)

654.

105851G

[„Spokle-3/4”](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oler_kzc's solution](#)

655.

105851C

[x Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oler_kzc's solution](#)

656.

105851A

[R -d01N2!](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oler_kzc's solution](#)

657.

105535I

[Imperial Decree · Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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658.

105535C

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Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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659.

103860K

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660.

103860F

[Modulo · Tutorial](#)

Rating: — · first AC: 2025-03-27 · last AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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661.

103860J

[jfw.harie.edu · Tutorial](#)

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662.

103860E

[Elegant Tetris](#) · [Tutorial](#)

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663.

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665.

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667.

103860A

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668.

105789I

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669.

105789G

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Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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670.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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671.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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672.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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673.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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100199F

[Get Out!](#) · [Tutorial](#)

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102823L

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102823H

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Rating: — · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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679.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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102823B

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681.

102823G

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682.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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683.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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684.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

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102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

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686.

102056I

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102056D

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102056L

[Eventual ... Journey](#) · [Tutorial](#)

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699.

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[X Equals Y](#) · [Tutorial](#)

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104369F

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701.

104369E

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104369K

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104369D

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706.

104369C

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707.

104369A

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708.

105292M

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Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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709.

105292I

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710.

103446K

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Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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711.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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712.

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[Life is a Game](#) · [Tutorial](#)

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713.

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714.

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716.

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717.

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718.

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720.

104077D

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721.

104077A

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Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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722.

104077L

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Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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723.

104077G

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724.

104077E

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725.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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726.

104077J

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Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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727.

104077F

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Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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728.

105345G

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Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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729.

105345J

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Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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730.

105345I

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731.

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733.

105345E

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734.

105345D

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