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Unique solved — OdtreePrince

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

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

Filters: none

Count: 486

1.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)

[OdtreePrince's solution](#)

2.

2002A

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

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

[OdtreePrince's solution](#)

3.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [sortings](#)

[OdtreePrince's solution](#)

4.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[OdtreePrince's solution](#)

5.

1929A

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

Quality: 34,940 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [sortings](#)

[OdtreePrince's solution](#)

6.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)

[OdtreePrince's solution](#)

7.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)

[OdtreePrince's solution](#)

8.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,299 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: [sortings](#)

[OdtreePrince's solution](#)

9.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: [games](#), [math](#)

[OdtreePrince's solution](#)

10.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[OdtreePrince's solution](#)

11.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[OdtreePrince's solution](#)

12.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[OdtreePrince's solution](#)

13.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[OdtreePrince's solution](#)

14.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[OdtreePrince's solution](#)

15.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[OdtreePrince's solution](#)

16.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings

[OdtreePrince's solution](#)

17.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,258 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation

[OdtreePrince's solution](#)

18.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

[OdtreePrince's solution](#)

19.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: math

[OdtreePrince's solution](#)

20.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[OdtreePrince's solution](#)

- 21.**
2035B
[Everyone Loves Tres](#) · [Tutorial](#)
Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[OdtreePrince's solution](#)
- 22.**
1951A
[Dual Trigger](#) · [Tutorial](#)
Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[OdtreePrince's solution](#)
- 23.**
1896B
[AB Flipping](#) · [Tutorial](#)
Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[OdtreePrince's solution](#)
- 24.**
1609A
[Divide and Multiply](#) · [Tutorial](#)
Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[OdtreePrince's solution](#)
- 25.**
1588A
[Two Arrays](#) · [Tutorial](#)
Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[OdtreePrince's solution](#)
- 26.**
1354A
[Alarm Clock](#) · [Tutorial](#)
Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math
[OdtreePrince's solution](#)
- 27.**
1339A
[Filling Diamonds](#) · [Tutorial](#)
Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math
[OdtreePrince's solution](#)
- 28.**
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
[OdtreePrince's solution](#)
- 29.**
1930B
[Permutation Printing](#) · [Tutorial](#)
Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[OdtreePrince's solution](#)
- 30.**
1916B
[Two Divisors](#) · [Tutorial](#)
Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[OdtreePrince's solution](#)

31.

1876A

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

Quality: 34,910 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[OdtreePrince's solution](#)

32.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[OdtreePrince's solution](#)

33.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[OdtreePrince's solution](#)

34.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[OdtreePrince's solution](#)

35.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[OdtreePrince's solution](#)

36.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[OdtreePrince's solution](#)

37.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[OdtreePrince's solution](#)

38.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[OdtreePrince's solution](#)

39.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[OdtreePrince's solution](#)

40.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[OdtreePrince's solution](#)

41.

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

[OdtreePrince's solution](#)

42.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[OdtreePrince's solution](#)

43.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[OdtreePrince's solution](#)

44.

1909B

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

Quality: 30,951 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[OdtreePrince's solution](#)

45.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[OdtreePrince's solution](#)

46.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[OdtreePrince's solution](#)

47.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[OdtreePrince's solution](#)

48.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[OdtreePrince's solution](#)

49.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[OdtreePrince's solution](#)

50.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[OdtreePrince's solution](#)

51.

1943A

[MEX Game 1](#) · [Tutorial](#)

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

[OdtreePrince's solution](#)

52.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[OdtreePrince's solution](#)

53.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[OdtreePrince's solution](#)

54.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[OdtreePrince's solution](#)

55.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[OdtreePrince's solution](#)

56.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,825 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[OdtreePrince's solution](#)

57.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[OdtreePrince's solution](#)

58.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[OdtreePrince's solution](#)

59.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[OdtreePrince's solution](#)

60.

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

[OdtreePrince's solution](#)

61.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, sortings

[OdtreePrince's solution](#)

62.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[OdtreePrince's solution](#)

63.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[OdtreePrince's solution](#)

64.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[OdtreePrince's solution](#)

65.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[OdtreePrince's solution](#)

66.

1453B

[Suffix Operations](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OdtreePrince's solution](#)

67.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[OdtreePrince's solution](#)

68.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[OdtreePrince's solution](#)

69.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[OdtreePrince's solution](#)

70.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OdtreePrince's solution](#)

71.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[OdtreePrince's solution](#)

72.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[OdtreePrince's solution](#)

73.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[OdtreePrince's solution](#)

74.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[OdtreePrince's solution](#)

75.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[OdtreePrince's solution](#)

76.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[OdtreePrince's solution](#)

77.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[OdtreePrince's solution](#)

78.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[OdtreePrince's solution](#)

79.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[OdtreePrince's solution](#)

80.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[OdtreePrince's solution](#)

81.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[OdtreePrince's solution](#)

82.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[OdtreePrince's solution](#)

83.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[OdtreePrince's solution](#)

84.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[OdtreePrince's solution](#)

85.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[OdtreePrince's solution](#)

86.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[OdtreePrince's solution](#)

87.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[OdtreePrince's solution](#)

88.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[OdtreePrince's solution](#)

89.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[OdtreePrince's solution](#)

90.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[OdtreePrince's solution](#)

91.

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[OdtreePrince's solution](#)

92.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[OdtreePrince's solution](#)

93.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[OdtreePrince's solution](#)

94.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[OdtreePrince's solution](#)

95.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[OdtreePrince's solution](#)

96.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[OdtreePrince's solution](#)

97.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[OdtreePrince's solution](#)

98.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[OdtreePrince's solution](#)

99.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[OdtreePrince's solution](#)

100.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[OdtreePrince's solution](#)

101.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[OdtreePrince's solution](#)

102.

1582F1

[Korney Korneevich and XOR \(easy version\) · Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[OdtreePrince's solution](#)

103.

1586D

[Omkar and the Meaning of Life · Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[OdtreePrince's solution](#)

104.

1176D

[Recover it! · Tutorial](#)

Quality: 5,699 global accepts · Rating: 1800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[OdtreePrince's solution](#)

105.

1548B

[Integers Have Friends · Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[OdtreePrince's solution](#)

106.

1552D

[Array Differentiation · Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[OdtreePrince's solution](#)

107.

1552C

[Maximize the Intersections · Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[OdtreePrince's solution](#)

108.

220B

[Little Elephant and Array · Tutorial](#)

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2021-04-07 · last AC: 2021-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[OdtreePrince's solution](#)

109.

1355C

[Count Triangles · Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[OdtreePrince's solution](#)

110.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[OdtreePrince's solution](#)

111.

1929D

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

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[OdtreePrince's solution](#)

112.

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

[OdtreePrince's solution](#)

113.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[OdtreePrince's solution](#)

114.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-03-25 · last AC: 2021-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[OdtreePrince's solution](#)

115.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[OdtreePrince's solution](#)

116.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[OdtreePrince's solution](#)

117.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[OdtreePrince's solution](#)

118.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[OdtreePrince's solution](#)

119.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[OdtreePrince's solution](#)

120.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[OdtreePrince's solution](#)

121.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[OdtreePrince's solution](#)

122.

1943B

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

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

123.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[OdtreePrince's solution](#)

124.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[OdtreePrince's solution](#)

125.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[OdtreePrince's solution](#)

126.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[OdtreePrince's solution](#)

127.

1582E

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

Quality: 4,214 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
[OdtreePrince's solution](#)

128.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: *special, data structures
[OdtreePrince's solution](#)

129.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[OdtreePrince's solution](#)

130.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: dp
[OdtreePrince's solution](#)

131.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[OdtreePrince's solution](#)

132.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[OdtreePrince's solution](#)

133.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[OdtreePrince's solution](#)

134.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[OdtreePrince's solution](#)

135.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[OdtreePrince's solution](#)

136.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[OdtreePrince's solution](#)

137.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[OdtreePrince's solution](#)

138.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[OdtreePrince's solution](#)

139.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-29 · last AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[OdtreePrince's solution](#)

140.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[OdtreePrince's solution](#)

141.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[OdtreePrince's solution](#)

142.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[OdtreePrince's solution](#)

143.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[OdtreePrince's solution](#)

144.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[OdtreePrince's solution](#)

145.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: dp, math, number theory

[OdtreePrince's solution](#)

146.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[OdtreePrince's solution](#)

147.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[OdtreePrince's solution](#)

148.

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

[OdtreePrince's solution](#)

149.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[OdtreePrince's solution](#)

150.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[OdtreePrince's solution](#)

151.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[OdtreePrince's solution](#)

152.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[OdtreePrince's solution](#)

153.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[OdtreePrince's solution](#)

154.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, probabilities, sortings

[OdtreePrince's solution](#)

155.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[OdtreePrince's solution](#)

156.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[OdtreePrince's solution](#)

157.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: brute force, data structures

[OdtreePrince's solution](#)

158.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2021-04-07 · last AC: 2021-04-07 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[OdtreePrince's solution](#)

159.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: data structures

[OdtreePrince's solution](#)

160.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[OdtreePrince's solution](#)

161.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[OdtreePrince's solution](#)

162.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[OdtreePrince's solution](#)

163.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[OdtreePrince's solution](#)

164.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[OdtreePrince's solution](#)

165.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[OdtreePrince's solution](#)

166.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[OdtreePrince's solution](#)

167.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[OdtreePrince's solution](#)

168.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[OdtreePrince's solution](#)

169.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[OdtreePrince's solution](#)

170.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[OdtreePrince's solution](#)

171.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[OdtreePrince's solution](#)

172.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[OdtreePrince's solution](#)

173.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[OdtreePrince's solution](#)

174.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[OdtreePrince's solution](#)

175.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[OdtreePrince's solution](#)

176.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[OdtreePrince's solution](#)

177.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[OdtreePrince's solution](#)

178.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[OdtreePrince's solution](#)

179.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[OdtreePrince's solution](#)

180.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[OdtreePrince's solution](#)

181.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[OdtreePrince's solution](#)

182.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[OdtreePrince's solution](#)

183.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[OdtreePrince's solution](#)

184.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[OdtreePrince's solution](#)

185.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OdtreePrince's solution](#)

186.

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

[OdtreePrince's solution](#)

187.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[OdtreePrince's solution](#)

188.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[OdtreePrince's solution](#)

189.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[OdtreePrince's solution](#)

190.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[OdtreePrince's solution](#)

191.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[OdtreePrince's solution](#)

192.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[OdtreePrince's solution](#)

193.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[OdtreePrince's solution](#)

194.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[OdtreePrince's solution](#)

195.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[OdtreePrince's solution](#)

196.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[OdtreePrince's solution](#)

197.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2021-04-07 · last AC: 2021-04-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[OdtreePrince's solution](#)

198.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: data structures, two pointers

[OdtreePrince's solution](#)

199.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[OdtreePrince's solution](#)

200.

1436E

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

Quality: 2,672 global accepts · Rating: 2400 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[OdtreePrince's solution](#)

201.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · last AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[OdtreePrince's solution](#)

202.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[OdtreePrince's solution](#)

203.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[OdtreePrince's solution](#)

204.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[OdtreePrince's solution](#)

205.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[OdtreePrince's solution](#)

206.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[OdtreePrince's solution](#)

207.

1586F

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

Rating: 2500 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[OdtreePrince's solution](#)

208.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[OdtreePrince's solution](#)

209.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[OdtreePrince's solution](#)

210.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[OdtreePrince's solution](#)

211.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[OdtreePrince's solution](#)

212.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: dp, number theory

[OdtreePrince's solution](#)

213.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[OdtreePrince's solution](#)

214.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · last AC: 2021-02-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[OdtreePrince's solution](#)

215.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[OdtreePrince's solution](#)

216.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[OdtreePrince's solution](#)

217.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[OdtreePrince's solution](#)

218.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[OdtreePrince's solution](#)

219.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[OdtreePrince's solution](#)

220.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[OdtreePrince's solution](#)

221.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[OdtreePrince's solution](#)

222.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[OdtreePrince's solution](#)

223.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[OdtreePrince's solution](#)

224.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: data structures, greedy

[OdtreePrince's solution](#)

225.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, data structures

[OdtreePrince's solution](#)

226.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[OdtreePrince's solution](#)

227.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[OdtreePrince's solution](#)

228.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[OdtreePrince's solution](#)

229.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[OdtreePrince's solution](#)

230.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[OdtreePrince's solution](#)

231.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[OdtreePrince's solution](#)

232.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[OdtreePrince's solution](#)

233.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: dp

[OdtreePrince's solution](#)

234.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-29 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[OdtreePrince's solution](#)

235.

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, greedy

[OdtreePrince's solution](#)

236.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[OdtreePrince's solution](#)

237.

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[OdtreePrince's solution](#)

238.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[OdtreePrince's solution](#)

239.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[OdtreePrince's solution](#)

240.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-05-30 · last AC: 2021-05-30 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[OdtreePrince's solution](#)

241.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[OdtreePrince's solution](#)

242.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[OdtreePrince's solution](#)

243.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-07-19 · last AC: 2024-09-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[OdtreePrince's solution](#)

244.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[OdtreePrince's solution](#)

245.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[OdtreePrince's solution](#)

246.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[OdtreePrince's solution](#)

247.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-07-14 · last AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[OdtreePrince's solution](#)

248.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures

[OdtreePrince's solution](#)

249.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[OdtreePrince's solution](#)

250.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[OdtreePrince's solution](#)

251.

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, shortest paths

[OdtreePrince's solution](#)

252.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 3000 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[OdtreePrince's solution](#)

253.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[OdtreePrince's solution](#)

254.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[OdtreePrince's solution](#)

255.

1320E

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

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[OdtreePrince's solution](#)

256.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[OdtreePrince's solution](#)

257.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[OdtreePrince's solution](#)

258.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[OdtreePrince's solution](#)

259.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[OdtreePrince's solution](#)

260.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: data structures

[OdtreePrince's solution](#)

261.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures

[OdtreePrince's solution](#)

262.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures

[OdtreePrince's solution](#)

263.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-04-05 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures, dsu

[OdtreePrince's solution](#)

264.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[OdtreePrince's solution](#)

265.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[OdtreePrince's solution](#)

266.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[OdtreePrince's solution](#)

267.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[OdtreePrince's solution](#)

268.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · last AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

269.

105386H

[Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

270.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

271.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

272.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · last AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[OdtreePrince's solution](#)

273.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

274.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

275.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

276.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

277.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

278.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

279.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

280.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

281.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

282.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

283.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

284.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

285.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · last AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

286.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

287.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

288.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

289.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

290.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

291.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

292.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

293.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

294.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

295.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

296.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

297.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

298.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

299.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

300.

105112H

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

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

301.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

302.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

303.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

304.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

305.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

306.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

307.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

308.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

309.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

310.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

311.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

312.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

313.

103446B

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

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

314.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

315.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

316.

103446M

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

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

317.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

318.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

319.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

320.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

321.

103447H

[What logic for?](#) · [Tutorial](#)

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

[OdtreePrince's solution](#)

322.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

323.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

324.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

325.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

326.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

327.

103447B

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

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

328.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

329.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

330.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

331.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

332.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

333.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

334.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

335.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

336.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

337.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

338.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

339.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

340.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

341.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

342.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

343.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

344.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

345.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

346.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

347.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

348.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

349.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

350.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

351.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

352.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

353.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-03 · PHP (first AC) · Tags: *special, implementation

[OdtreePrince's solution](#)

354.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[OdtreePrince's solution](#)

355.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: *special, strings

[OdtreePrince's solution](#)

356.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

357.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

358.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

359.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

360.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

361.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

362.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

363.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

364.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

365.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

366.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

367.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

368.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

369.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

370.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

371.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

372.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

373.

104821F

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

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

374.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

375.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

376.

104813H

[Energy Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

377.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

378.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

379.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

380.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

381.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

382.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

383.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

384.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

385.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

386.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

387.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

388.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

389.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

390.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

391.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

392.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

393.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

394.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

395.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

396.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

397.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

398.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

399.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

400.

104787D

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

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

401.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

402.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

403.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

404.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

405.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

406.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

407.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

408.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

409.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

410.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

411.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

412.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[OdtreePrince's solution](#)

413.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

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414.

102012H

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415.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

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416.

102012G

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417.

101986J

[String Puzzle](#) · [Tutorial](#)

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418.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

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419.

101986E

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420.

101986I

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421.

101986C

[Medical Checkup](#) · [Tutorial](#)

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422.

101986F

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Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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423.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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424.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

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425.

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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426.

104417F

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

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[OdtreePrince's solution](#)

427.

104417K

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

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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428.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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429.

104417E

[Math Problem](#) · [Tutorial](#)

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430.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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431.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

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432.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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433.

104417D

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434.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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435.

104417G

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436.

104417A

[Orders](#) · [Tutorial](#)

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437.

103640E

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438.

103640L

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Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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439.

103640B

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440.

103640H

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441.

103640M

[Most Ordered Way](#) · [Tutorial](#)

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442.

103640I

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443.

103640F

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Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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444.

103640J

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445.

103640K

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104065G

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104065C

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448.

103931D

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449.

103931B

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450.

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451.

103931C

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452.

103931M

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453.

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454.

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103931H

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104566D

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104566G

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104619B

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104619K

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104619J

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104598C

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485.

102864G

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102956H

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