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Unique solved — OrangeEye

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

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Filters: none

Count: 954

1.

2207A

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2.

2183A

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2178A

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2180B

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2180A

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6.

2157A

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7.

2164A

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8.

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9.

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11.

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2084A

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17.

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19.

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20.

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1791B

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25.

1975A

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26.

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29.

1850A

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30.

1478A

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31.

984A

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9A

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46A

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469A

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35.

764A

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- 43.**
1909A
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1839A
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1793A
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1782A
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1750B
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1750A
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1754B
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1754A

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56.

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58.

1721A

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59.

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64.

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68.

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69.

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72.

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76.

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1629A

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1592A

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89.

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90.

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91.

1551A

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92.

1557A

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93.

1553A

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94.

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96.

12A

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97.

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98.

1527A

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99.

1515A

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102.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,459 global accepts · Rating: 800 · first AC: 2021-05-06 · last AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[OrangeEye's solution](#)

103.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

104.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[OrangeEye's solution](#)

105.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[OrangeEye's solution](#)

106.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-01 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dp, math

[OrangeEye's solution](#)

107.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-05-01 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

108.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[OrangeEye's solution](#)

109.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: greedy, math

[OrangeEye's solution](#)

110.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[OrangeEye's solution](#)

111.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[OrangeEye's solution](#)

112.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

113.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · last AC: 2021-03-15 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

114.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[OrangeEye's solution](#)

115.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: games, greedy, strings

[OrangeEye's solution](#)

116.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OrangeEye's solution](#)

117.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

118.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,826 global accepts · Rating: 800 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: brute force, math

[OrangeEye's solution](#)

119.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[OrangeEye's solution](#)

120.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[OrangeEye's solution](#)

121.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: geometry, math

[OrangeEye's solution](#)

122.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[OrangeEye's solution](#)

123.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OrangeEye's solution](#)

124.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[OrangeEye's solution](#)

125.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,582 global accepts · Rating: 800 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: greedy

[OrangeEye's solution](#)

126.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

127.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,471 global accepts · Rating: 800 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[OrangeEye's solution](#)

128.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: geometry, math

[OrangeEye's solution](#)

129.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,366 global accepts · Rating: 800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: dp, greedy

[OrangeEye's solution](#)

130.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

131.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

132.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

133.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

134.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

135.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: greedy, math

[OrangeEye's solution](#)

136.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[OrangeEye's solution](#)

137.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: brute force, dp

[OrangeEye's solution](#)

138.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

139.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

140.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

141.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,483 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

142.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

143.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[OrangeEye's solution](#)

144.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: games, greedy, math

[OrangeEye's solution](#)

145.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

146.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,432 global accepts · Rating: 800 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

147.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

148.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

149.

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

150.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OrangeEye's solution](#)

151.

59A

[Word](#) · [Tutorial](#)

Quality: 227,920 global accepts · Rating: 800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

152.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,246 global accepts · Rating: 800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: strings

[OrangeEye's solution](#)

153.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,705 global accepts · Rating: 800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: greedy, math

[OrangeEye's solution](#)

154.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,210 global accepts · Rating: 800 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

155.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,456 global accepts · Rating: 800 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

156.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,297 global accepts · Rating: 800 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

157.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[OrangeEye's solution](#)

158.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,868 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OrangeEye's solution](#)

159.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[OrangeEye's solution](#)

160.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[OrangeEye's solution](#)

161.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[OrangeEye's solution](#)

162.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[OrangeEye's solution](#)

163.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

164.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

165.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[OrangeEye's solution](#)

166.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[OrangeEye's solution](#)

167.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[OrangeEye's solution](#)

168.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[OrangeEye's solution](#)

169.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[OrangeEye's solution](#)

170.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[OrangeEye's solution](#)

171.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[OrangeEye's solution](#)

172.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[OrangeEye's solution](#)

173.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-30 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[OrangeEye's solution](#)

174.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-30 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[OrangeEye's solution](#)

175.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[OrangeEye's solution](#)

176.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[OrangeEye's solution](#)

177.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-05-02 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: *special, implementation, interactive

[OrangeEye's solution](#)

178.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 900 · first AC: 2021-03-13 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[OrangeEye's solution](#)

179.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · last AC: 2021-03-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[OrangeEye's solution](#)

180.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

181.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[OrangeEye's solution](#)

182.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[OrangeEye's solution](#)

183.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[OrangeEye's solution](#)

184.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures
[OrangeEye's solution](#)

185.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games
[OrangeEye's solution](#)

186.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math
[OrangeEye's solution](#)

187.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: math
[OrangeEye's solution](#)

188.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[OrangeEye's solution](#)

189.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[OrangeEye's solution](#)

190.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[OrangeEye's solution](#)

191.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,272 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[OrangeEye's solution](#)

192.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[OrangeEye's solution](#)

193.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[OrangeEye's solution](#)

194.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[OrangeEye's solution](#)

195.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[OrangeEye's solution](#)

196.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[OrangeEye's solution](#)

197.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[OrangeEye's solution](#)

198.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[OrangeEye's solution](#)

199.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[OrangeEye's solution](#)

200.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[OrangeEye's solution](#)

201.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[OrangeEye's solution](#)

202.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[OrangeEye's solution](#)

203.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[OrangeEye's solution](#)

204.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[OrangeEye's solution](#)

205.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[OrangeEye's solution](#)

206.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[OrangeEye's solution](#)

207.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[OrangeEye's solution](#)

208.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[OrangeEye's solution](#)

209.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[OrangeEye's solution](#)

210.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,200 global accepts · Rating: 1000 · first AC: 2020-02-22 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

211.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[OrangeEye's solution](#)

212.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[OrangeEye's solution](#)

213.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[OrangeEye's solution](#)

214.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,144 global accepts · Rating: 1000 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[OrangeEye's solution](#)

215.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

216.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[OrangeEye's solution](#)

217.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[OrangeEye's solution](#)

218.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[OrangeEye's solution](#)

219.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[OrangeEye's solution](#)

220.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[OrangeEye's solution](#)

221.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[OrangeEye's solution](#)

222.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[OrangeEye's solution](#)

223.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[OrangeEye's solution](#)

224.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[OrangeEye's solution](#)

225.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[OrangeEye's solution](#)

226.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[OrangeEye's solution](#)

227.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: greedy, sortings

[OrangeEye's solution](#)

228.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[OrangeEye's solution](#)

229.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[OrangeEye's solution](#)

230.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[OrangeEye's solution](#)

231.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[OrangeEye's solution](#)

232.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: greedy

[OrangeEye's solution](#)

233.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-03-15 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[OrangeEye's solution](#)

234.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

235.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: implementation, sortings

[OrangeEye's solution](#)

236.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

237.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[OrangeEye's solution](#)

238.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[OrangeEye's solution](#)

239.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[OrangeEye's solution](#)

240.

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[OrangeEye's solution](#)

241.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[OrangeEye's solution](#)

242.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[OrangeEye's solution](#)

243.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[OrangeEye's solution](#)

244.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[OrangeEye's solution](#)

245.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[OrangeEye's solution](#)

246.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[OrangeEye's solution](#)

247.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[OrangeEye's solution](#)

248.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[OrangeEye's solution](#)

249.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[OrangeEye's solution](#)

250.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[OrangeEye's solution](#)

251.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[OrangeEye's solution](#)

252.

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

[OrangeEye's solution](#)

253.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[OrangeEye's solution](#)

254.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[OrangeEye's solution](#)

255.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[OrangeEye's solution](#)

256.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · last AC: 2021-07-14 · GNU C++11 (first AC) · Tags: interactive, math

[OrangeEye's solution](#)

257.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[OrangeEye's solution](#)

258.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[OrangeEye's solution](#)

259.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: implementation, math

[OrangeEye's solution](#)

260.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[OrangeEye's solution](#)

261.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[OrangeEye's solution](#)

262.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[OrangeEye's solution](#)

263.

1399C

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

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-07 · last AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[OrangeEye's solution](#)

264.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[OrangeEye's solution](#)

265.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[OrangeEye's solution](#)

266.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: greedy

[OrangeEye's solution](#)

267.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: dp, implementation, math

[OrangeEye's solution](#)

268.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,712 global accepts · Rating: 1200 · first AC: 2021-04-03 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OrangeEye's solution](#)

269.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[OrangeEye's solution](#)

270.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, greedy

[OrangeEye's solution](#)

271.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[OrangeEye's solution](#)

272.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[OrangeEye's solution](#)

273.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

274.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[OrangeEye's solution](#)

275.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[OrangeEye's solution](#)

276.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: binary search, math

[OrangeEye's solution](#)

277.

2201A1

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

Quality: 11,052 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

278.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

279.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[OrangeEye's solution](#)

280.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[OrangeEye's solution](#)

281.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[OrangeEye's solution](#)

282.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[OrangeEye's solution](#)

283.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[OrangeEye's solution](#)

284.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[OrangeEye's solution](#)

285.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[OrangeEye's solution](#)

286.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[OrangeEye's solution](#)

287.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OrangeEye's solution](#)

288.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[OrangeEye's solution](#)

289.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[OrangeEye's solution](#)

290.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[OrangeEye's solution](#)

291.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[OrangeEye's solution](#)

292.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[OrangeEye's solution](#)

293.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[OrangeEye's solution](#)

294.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[OrangeEye's solution](#)

295.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[OrangeEye's solution](#)

296.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[OrangeEye's solution](#)

297.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[OrangeEye's solution](#)

298.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[OrangeEye's solution](#)

299.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-03 · last AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[OrangeEye's solution](#)

300.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[OrangeEye's solution](#)

301.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[OrangeEye's solution](#)

302.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[OrangeEye's solution](#)

303.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[OrangeEye's solution](#)

304.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OrangeEye's solution](#)

305.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

306.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[OrangeEye's solution](#)

307.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: *special, brute force

[OrangeEye's solution](#)

308.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: *special, combinatorics

[OrangeEye's solution](#)

309.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[OrangeEye's solution](#)

310.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

311.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: expression parsing, implementation, sortings, strings

[OrangeEye's solution](#)

312.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[OrangeEye's solution](#)

313.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

314.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[OrangeEye's solution](#)

315.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[OrangeEye's solution](#)

316.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OrangeEye's solution](#)

317.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,704 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[OrangeEye's solution](#)

318.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[OrangeEye's solution](#)

319.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[OrangeEye's solution](#)

320.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[OrangeEye's solution](#)

321.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[OrangeEye's solution](#)

322.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[OrangeEye's solution](#)

323.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[OrangeEye's solution](#)

324.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[OrangeEye's solution](#)

325.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

326.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[OrangeEye's solution](#)

327.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[OrangeEye's solution](#)

328.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[OrangeEye's solution](#)

329.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[OrangeEye's solution](#)

330.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[OrangeEye's solution](#)

331.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[OrangeEye's solution](#)

332.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[OrangeEye's solution](#)

333.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[OrangeEye's solution](#)

334.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[OrangeEye's solution](#)

335.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[OrangeEye's solution](#)

336.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[OrangeEye's solution](#)

337.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[OrangeEye's solution](#)

338.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-08-12 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[OrangeEye's solution](#)

339.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[OrangeEye's solution](#)

340.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: math, number theory

[OrangeEye's solution](#)

341.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: *special, implementation

[OrangeEye's solution](#)

342.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[OrangeEye's solution](#)

343.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[OrangeEye's solution](#)

344.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-15 · last AC: 2020-07-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[OrangeEye's solution](#)

345.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-14 · GNU C++11 (first AC) · Tags: greedy

[OrangeEye's solution](#)

346.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[OrangeEye's solution](#)

347.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

348.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[OrangeEye's solution](#)

349.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[OrangeEye's solution](#)

350.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[OrangeEye's solution](#)

351.

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

[OrangeEye's solution](#)

352.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[OrangeEye's solution](#)

353.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[OrangeEye's solution](#)

354.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[OrangeEye's solution](#)

355.

1876B

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

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

[OrangeEye's solution](#)

356.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[OrangeEye's solution](#)

357.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[OrangeEye's solution](#)

358.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[OrangeEye's solution](#)

359.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[OrangeEye's solution](#)

360.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[OrangeEye's solution](#)

361.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2020-02-22 · last AC: 2021-11-09 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[OrangeEye's solution](#)

362.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[OrangeEye's solution](#)

363.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: sortings

[OrangeEye's solution](#)

364.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[OrangeEye's solution](#)

365.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[OrangeEye's solution](#)

366.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: greedy

[OrangeEye's solution](#)

367.

53D

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

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: sortings

[OrangeEye's solution](#)

368.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,228 global accepts · Rating: 1500 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: hashing, implementation

[OrangeEye's solution](#)

369.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2020-02-22 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

370.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation

[OrangeEye's solution](#)

371.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[OrangeEye's solution](#)

372.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[OrangeEye's solution](#)

373.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs

[OrangeEye's solution](#)

374.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

375.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[OrangeEye's solution](#)

376.

2207B

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

Quality: 5,809 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[OrangeEye's solution](#)

377.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[OrangeEye's solution](#)

378.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[OrangeEye's solution](#)

379.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[OrangeEye's solution](#)

380.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OrangeEye's solution](#)

381.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[OrangeEye's solution](#)

382.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[OrangeEye's solution](#)

383.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[OrangeEye's solution](#)

384.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[OrangeEye's solution](#)

385.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[OrangeEye's solution](#)

386.

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[OrangeEye's solution](#)

387.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[OrangeEye's solution](#)

388.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[OrangeEye's solution](#)

389.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[OrangeEye's solution](#)

390.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two

pointers

[OrangeEye's solution](#)

391.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[OrangeEye's solution](#)

392.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: expression parsing, greedy, strings

[OrangeEye's solution](#)

393.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory

[OrangeEye's solution](#)

394.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,315 global accepts · Rating: 1600 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: implementation, math

[OrangeEye's solution](#)

395.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[OrangeEye's solution](#)

396.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: *special, implementation, number theory

[OrangeEye's solution](#)

397.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: data structures, greedy

[OrangeEye's solution](#)

398.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

399.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[OrangeEye's solution](#)

400.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: *special

[OrangeEye's solution](#)

401.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[OrangeEye's solution](#)

402.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[OrangeEye's solution](#)

403.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[OrangeEye's solution](#)

404.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[OrangeEye's solution](#)

405.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: *special, data structures, implementation

[OrangeEye's solution](#)

406.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2020-09-13 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, brute force

[OrangeEye's solution](#)

407.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dfs and similar

[OrangeEye's solution](#)

408.

2201A2

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

Quality: 5,087 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[OrangeEye's solution](#)

409.

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[OrangeEye's solution](#)

410.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OrangeEye's solution](#)

411.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[OrangeEye's solution](#)

412.

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[OrangeEye's solution](#)

413.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[OrangeEye's solution](#)

414.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[OrangeEye's solution](#)

415.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[OrangeEye's solution](#)

416.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[OrangeEye's solution](#)

417.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[OrangeEye's solution](#)

418.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[OrangeEye's solution](#)

419.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[OrangeEye's solution](#)

420.

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

[OrangeEye's solution](#)

421.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[OrangeEye's solution](#)

422.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[OrangeEye's solution](#)

423.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[OrangeEye's solution](#)

424.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[OrangeEye's solution](#)

425.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[OrangeEye's solution](#)

426.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[OrangeEye's solution](#)

427.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[OrangeEye's solution](#)

428.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[OrangeEye's solution](#)

429.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[OrangeEye's solution](#)

430.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[OrangeEye's solution](#)

431.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[OrangeEye's solution](#)

432.

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

[OrangeEye's solution](#)

433.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[OrangeEye's solution](#)

434.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[OrangeEye's solution](#)

435.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[OrangeEye's solution](#)

436.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[OrangeEye's solution](#)

437.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OrangeEye's solution](#)

438.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[OrangeEye's solution](#)

439.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[OrangeEye's solution](#)

440.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[OrangeEye's solution](#)

441.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[OrangeEye's solution](#)

442.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[OrangeEye's solution](#)

443.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[OrangeEye's solution](#)

444.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

445.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[OrangeEye's solution](#)

446.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[OrangeEye's solution](#)

447.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[OrangeEye's solution](#)

448.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[OrangeEye's solution](#)

449.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[OrangeEye's solution](#)

450.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[OrangeEye's solution](#)

451.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[OrangeEye's solution](#)

452.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[OrangeEye's solution](#)

453.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[OrangeEye's solution](#)

454.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[OrangeEye's solution](#)

455.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[OrangeEye's solution](#)

456.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[OrangeEye's solution](#)

457.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[OrangeEye's solution](#)

458.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[OrangeEye's solution](#)

459.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[OrangeEye's solution](#)

460.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[OrangeEye's solution](#)

461.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[OrangeEye's solution](#)

462.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[OrangeEye's solution](#)

463.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[OrangeEye's solution](#)

464.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[OrangeEye's solution](#)

465.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[OrangeEye's solution](#)

466.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: dp

[OrangeEye's solution](#)

467.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[OrangeEye's solution](#)

468.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1800 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[OrangeEye's solution](#)

469.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: greedy

[OrangeEye's solution](#)

470.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2020-02-23 · last AC: 2020-02-23 · GNU C++11 (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

471.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[OrangeEye's solution](#)

472.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[OrangeEye's solution](#)

473.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[OrangeEye's solution](#)

474.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[OrangeEye's solution](#)

475.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

476.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[OrangeEye's solution](#)

477.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[OrangeEye's solution](#)

478.

2129C1

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

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OrangeEye's solution](#)

479.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[OrangeEye's solution](#)

480.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[OrangeEye's solution](#)

481.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[OrangeEye's solution](#)

482.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[OrangeEye's solution](#)

483.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[OrangeEye's solution](#)

484.

294C

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

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[OrangeEye's solution](#)

485.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[OrangeEye's solution](#)

486.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[OrangeEye's solution](#)

487.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[OrangeEye's solution](#)

488.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[OrangeEye's solution](#)

489.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[OrangeEye's solution](#)

490.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[OrangeEye's solution](#)

491.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[OrangeEye's solution](#)

492.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[OrangeEye's solution](#)

493.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[OrangeEye's solution](#)

494.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[OrangeEye's solution](#)

495.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2022-02-12 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[OrangeEye's solution](#)

496.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[OrangeEye's solution](#)

497.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[OrangeEye's solution](#)

498.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp

[OrangeEye's solution](#)

499.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dp

[OrangeEye's solution](#)

500.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: games, greedy

[OrangeEye's solution](#)

501.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[OrangeEye's solution](#)

502.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[OrangeEye's solution](#)

503.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2026-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

504.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[OrangeEye's solution](#)

505.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[OrangeEye's solution](#)

506.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[OrangeEye's solution](#)

507.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[OrangeEye's solution](#)

508.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[OrangeEye's solution](#)

509.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[OrangeEye's solution](#)

510.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OrangeEye's solution](#)

511.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[OrangeEye's solution](#)

512.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[OrangeEye's solution](#)

513.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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514.

490E

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Quality: 1,699 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

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515.

1931G

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516.

761E

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517.

1753C

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518.

1830B

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519.

1132F

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Quality: 10,709 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

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520.

264C

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521.

1674E

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522.

245F

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523.

1102F

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524.

27E

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525.

171C

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526.

171E

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527.

446B

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528.

2B

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529.

2207E1

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530.

2183D2

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531.

2183E

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532.

2159B

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533.

2150C

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534.

2135D1

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535.

2127E

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536.

2124E

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537.

2115B

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538.

1920E

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539.

1077F2

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540.

796D

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541.

1876C

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542.

985D

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543.

919E

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544.

1811F

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545.

1418D

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546.

632D

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547.

306C

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548.

1621D

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549.

988F

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550.

1530E

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551.

1312E

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[OrangeEye's solution](#)

552.

2207D

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553.

2000H

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554.

1650F

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555.

2178F

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556.

651E

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557.

2089C1

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558.

2101C

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559.

2062D

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Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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560.

2039E

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561.

1993D

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562.

2018D

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563.

1967B2

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564.

612E

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565.

1909F1

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566.

1657E

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567.

1854B

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568.

1860D

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569.

1840F

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570.

51D

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571.

7D

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572.

678E

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573.

1537F

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574.

45G

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575.

11D

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576.

1385G

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577.

2180E

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578.

1245F

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579.

2164E

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580.

2159C

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581.

2147E

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582.

2129C3

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583.

2124F1

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584.

1870E

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585.

2066C

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586.

2057E1

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587.

1861E

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588.

1592D

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589.

1217E

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590.

1625D

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591.

1706E

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592.

1967C

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593.

785D

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594.

1540B

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595.

660E

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596.

1681F

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597.

708C

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598.

547C

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599.

1151F

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600.

327E

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601.

1073E

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602.

960E

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603.

111D

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604.

1842E

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605.

1834E

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606.

895E

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607.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[OrangeEye's solution](#)

608.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[OrangeEye's solution](#)

609.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2022-02-11 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[OrangeEye's solution](#)

610.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[OrangeEye's solution](#)

611.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, dp

[OrangeEye's solution](#)

612.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[OrangeEye's solution](#)

613.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[OrangeEye's solution](#)

614.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[OrangeEye's solution](#)

615.

2157F

[Git Gud · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[OrangeEye's solution](#)

616.

979E

[Kuro and Topological Parity · Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

617.

2096E

[Wonderful Teddy Bears · Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[OrangeEye's solution](#)

618.

2084E

[Blossom · Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[OrangeEye's solution](#)

619.

2066D1

[Club of Young Aircraft Builders \(easy version\) · Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OrangeEye's solution](#)

620.

1667C

[Half Queen Cover · Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[OrangeEye's solution](#)

621.

2023C

[C+K+S · Tutorial](#)

Quality: 1,376 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

[OrangeEye's solution](#)

622.

1186F

[Vus the Cossack and a Graph · Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[OrangeEye's solution](#)

623.

303C

[Minimum Modular · Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[OrangeEye's solution](#)

624.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

625.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[OrangeEye's solution](#)

626.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[OrangeEye's solution](#)

627.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[OrangeEye's solution](#)

628.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[OrangeEye's solution](#)

629.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[OrangeEye's solution](#)

630.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[OrangeEye's solution](#)

631.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[OrangeEye's solution](#)

632.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[OrangeEye's solution](#)

633.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[OrangeEye's solution](#)

634.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[OrangeEye's solution](#)

635.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[OrangeEye's solution](#)

636.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[OrangeEye's solution](#)

637.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[OrangeEye's solution](#)

638.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[OrangeEye's solution](#)

639.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[OrangeEye's solution](#)

640.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2023-05-30 · last AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[OrangeEye's solution](#)

641.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[OrangeEye's solution](#)

642.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[OrangeEye's solution](#)

643.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[OrangeEye's solution](#)

644.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[OrangeEye's solution](#)

645.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OrangeEye's solution](#)

646.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[OrangeEye's solution](#)

647.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[OrangeEye's solution](#)

648.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[OrangeEye's solution](#)

649.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[OrangeEye's solution](#)

650.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[OrangeEye's solution](#)

651.

2159D1

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

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[OrangeEye's solution](#)

652.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[OrangeEye's solution](#)

653.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[OrangeEye's solution](#)

654.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[OrangeEye's solution](#)

655.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[OrangeEye's solution](#)

656.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[OrangeEye's solution](#)

657.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[OrangeEye's solution](#)

658.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, trees

[OrangeEye's solution](#)

659.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[OrangeEye's solution](#)

660.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[OrangeEye's solution](#)

661.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[OrangeEye's solution](#)

662.

884F

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

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[OrangeEye's solution](#)

663.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[OrangeEye's solution](#)

664.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

665.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[OrangeEye's solution](#)

666.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[OrangeEye's solution](#)

667.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[OrangeEye's solution](#)

668.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[OrangeEye's solution](#)

669.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[OrangeEye's solution](#)

670.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[OrangeEye's solution](#)

671.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[OrangeEye's solution](#)

672.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[OrangeEye's solution](#)

673.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[OrangeEye's solution](#)

674.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu

[OrangeEye's solution](#)

675.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[OrangeEye's solution](#)

676.

543C

[Remembering Strings](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[OrangeEye's solution](#)

677.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[OrangeEye's solution](#)

678.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[OrangeEye's solution](#)

679.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[OrangeEye's solution](#)

680.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[OrangeEye's solution](#)

681.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[OrangeEye's solution](#)

682.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[OrangeEye's solution](#)

683.

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[OrangeEye's solution](#)

684.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[OrangeEye's solution](#)

685.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OrangeEye's solution](#)

686.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

687.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[OrangeEye's solution](#)

688.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[OrangeEye's solution](#)

689.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[OrangeEye's solution](#)

690.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[OrangeEye's solution](#)

691.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[OrangeEye's solution](#)

692.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[OrangeEye's solution](#)

693.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[OrangeEye's solution](#)

694.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[OrangeEye's solution](#)

695.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OrangeEye's solution](#)

696.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[OrangeEye's solution](#)

697.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[OrangeEye's solution](#)

698.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[OrangeEye's solution](#)

699.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[OrangeEye's solution](#)

700.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[OrangeEye's solution](#)

701.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[OrangeEye's solution](#)

702.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[OrangeEye's solution](#)

703.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy

[OrangeEye's solution](#)

704.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

705.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings,

sortings

[OrangeEye's solution](#)

706.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[OrangeEye's solution](#)

707.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[OrangeEye's solution](#)

708.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[OrangeEye's solution](#)

709.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[OrangeEye's solution](#)

710.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[OrangeEye's solution](#)

711.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[OrangeEye's solution](#)

712.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[OrangeEye's solution](#)

713.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[OrangeEye's solution](#)

714.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[OrangeEye's solution](#)

715.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[OrangeEye's solution](#)

716.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2022-02-12 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[OrangeEye's solution](#)

717.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[OrangeEye's solution](#)

718.

1574F

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Quality: 744 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[OrangeEye's solution](#)

719.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[OrangeEye's solution](#)

720.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[OrangeEye's solution](#)

721.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[OrangeEye's solution](#)

722.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, math, matrices

[OrangeEye's solution](#)

723.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[OrangeEye's solution](#)

724.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[OrangeEye's solution](#)

725.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OrangeEye's solution](#)

726.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[OrangeEye's solution](#)

727.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[OrangeEye's solution](#)

728.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs

[OrangeEye's solution](#)

729.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[OrangeEye's solution](#)

730.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

731.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[OrangeEye's solution](#)

732.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[OrangeEye's solution](#)

733.

1817D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[OrangeEye's solution](#)

734.

1671F

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Quality: 428 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[OrangeEye's solution](#)

735.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[OrangeEye's solution](#)

736.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp

[OrangeEye's solution](#)

737.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[OrangeEye's solution](#)

738.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[OrangeEye's solution](#)

739.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[OrangeEye's solution](#)

740.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[OrangeEye's solution](#)

741.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[OrangeEye's solution](#)

742.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[OrangeEye's solution](#)

743.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[OrangeEye's solution](#)

744.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

745.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[OrangeEye's solution](#)

746.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[OrangeEye's solution](#)

747.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[OrangeEye's solution](#)

748.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[OrangeEye's solution](#)

749.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[OrangeEye's solution](#)

750.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[OrangeEye's solution](#)

751.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[OrangeEye's solution](#)

752.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[OrangeEye's solution](#)

753.

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[OrangeEye's solution](#)

754.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[OrangeEye's solution](#)

755.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[OrangeEye's solution](#)

756.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[OrangeEye's solution](#)

757.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[OrangeEye's solution](#)

758.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[OrangeEye's solution](#)

759.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OrangeEye's solution](#)

760.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[OrangeEye's solution](#)

761.

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[OrangeEye's solution](#)

762.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[OrangeEye's solution](#)

763.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[OrangeEye's solution](#)

764.

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[OrangeEye's solution](#)

765.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[OrangeEye's solution](#)

766.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

767.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, two pointers

[OrangeEye's solution](#)

768.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[OrangeEye's solution](#)

769.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[OrangeEye's solution](#)

770.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[OrangeEye's solution](#)

771.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[OrangeEye's solution](#)

772.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

773.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2024-12-13 · last AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[OrangeEye's solution](#)

774.

1365G

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Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[OrangeEye's solution](#)

775.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[OrangeEye's solution](#)

776.

1609F

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Quality: 960 global accepts · Rating: 2800 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[OrangeEye's solution](#)

777.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[OrangeEye's solution](#)

778.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, number theory

[OrangeEye's solution](#)

779.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OrangeEye's solution](#)

780.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[OrangeEye's solution](#)

781.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[OrangeEye's solution](#)

782.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[OrangeEye's solution](#)

783.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[OrangeEye's solution](#)

784.

1400F

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

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[OrangeEye's solution](#)

785.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[OrangeEye's solution](#)

786.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[OrangeEye's solution](#)

787.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

788.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[OrangeEye's solution](#)

789.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[OrangeEye's solution](#)

790.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[OrangeEye's solution](#)

791.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[OrangeEye's solution](#)

792.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[OrangeEye's solution](#)

793.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[OrangeEye's solution](#)

794.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

795.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

796.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2900 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[OrangeEye's solution](#)

797.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[OrangeEye's solution](#)

798.

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

[OrangeEye's solution](#)

799.

1987G1

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

Quality: 344 global accepts · Rating: 2900 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[OrangeEye's solution](#)

800.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[OrangeEye's solution](#)

801.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[OrangeEye's solution](#)

802.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[OrangeEye's solution](#)

803.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OrangeEye's solution](#)

804.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[OrangeEye's solution](#)

805.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[OrangeEye's solution](#)

806.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[OrangeEye's solution](#)

807.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings
[OrangeEye's solution](#)

808.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows

[OrangeEye's solution](#)

809.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[OrangeEye's solution](#)

810.

512D

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

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[OrangeEye's solution](#)

811.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[OrangeEye's solution](#)

812.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OrangeEye's solution](#)

813.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[OrangeEye's solution](#)

814.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[OrangeEye's solution](#)

815.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, trees

[OrangeEye's solution](#)

816.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[OrangeEye's solution](#)

817.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[OrangeEye's solution](#)

818.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[OrangeEye's solution](#)

819.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[OrangeEye's solution](#)

820.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[OrangeEye's solution](#)

821.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[OrangeEye's solution](#)

822.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[OrangeEye's solution](#)

823.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[OrangeEye's solution](#)

824.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, string suffix structures

[OrangeEye's solution](#)

825.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[OrangeEye's solution](#)

826.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[OrangeEye's solution](#)

827.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: flows

[OrangeEye's solution](#)

828.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: flows

[OrangeEye's solution](#)

829.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows

[OrangeEye's solution](#)

830.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[OrangeEye's solution](#)

831.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[OrangeEye's solution](#)

832.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2026-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[OrangeEye's solution](#)

833.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[OrangeEye's solution](#)

834.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[OrangeEye's solution](#)

835.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[OrangeEye's solution](#)

836.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[OrangeEye's solution](#)

837.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[OrangeEye's solution](#)

838.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[OrangeEye's solution](#)

839.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[OrangeEye's solution](#)

840.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[OrangeEye's solution](#)

841.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[OrangeEye's solution](#)

842.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[OrangeEye's solution](#)

843.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[OrangeEye's solution](#)

844.

1779G

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

Quality: 387 global accepts · Rating: 3000 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[OrangeEye's solution](#)

845.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[OrangeEye's solution](#)

846.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[OrangeEye's solution](#)

847.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[OrangeEye's solution](#)

848.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

dfs and similar, dp, greedy, trees

[OrangeEye's solution](#)

849.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[OrangeEye's solution](#)

850.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[OrangeEye's solution](#)

851.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[OrangeEye's solution](#)

852.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[OrangeEye's solution](#)

853.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[OrangeEye's solution](#)

854.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[OrangeEye's solution](#)

855.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[OrangeEye's solution](#)

856.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[OrangeEye's solution](#)

857.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[OrangeEye's solution](#)

858.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[OrangeEye's solution](#)

859.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[OrangeEye's solution](#)

860.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, two pointers

[OrangeEye's solution](#)

861.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[OrangeEye's solution](#)

862.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[OrangeEye's solution](#)

863.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[OrangeEye's solution](#)

864.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[OrangeEye's solution](#)

865.

1609G

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

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[OrangeEye's solution](#)

866.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[OrangeEye's solution](#)

867.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[OrangeEye's solution](#)

868.

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft

[OrangeEye's solution](#)

869.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[OrangeEye's solution](#)

870.

2174E1

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

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[OrangeEye's solution](#)

871.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[OrangeEye's solution](#)

872.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[OrangeEye's solution](#)

873.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[OrangeEye's solution](#)

874.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[OrangeEye's solution](#)

875.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[OrangeEye's solution](#)

876.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[OrangeEye's solution](#)

877.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[OrangeEye's solution](#)

878.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OrangeEye's solution](#)

879.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[OrangeEye's solution](#)

880.

2089C2

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

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[OrangeEye's solution](#)

881.

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows

[OrangeEye's solution](#)

882.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[OrangeEye's solution](#)

883.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[OrangeEye's solution](#)

884.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[OrangeEye's solution](#)

885.

2006E

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

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[OrangeEye's solution](#)

886.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

887.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[OrangeEye's solution](#)

888.

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[OrangeEye's solution](#)

889.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[OrangeEye's solution](#)

890.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[OrangeEye's solution](#)

891.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[OrangeEye's solution](#)

892.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[OrangeEye's solution](#)

893.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[OrangeEye's solution](#)

894.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[OrangeEye's solution](#)

895.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[OrangeEye's solution](#)

896.

2180F2

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

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[OrangeEye's solution](#)

897.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-10-30 · last AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[OrangeEye's solution](#)

898.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

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899.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[OrangeEye's solution](#)

900.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: matrices, trees

[OrangeEye's solution](#)

901.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[OrangeEye's solution](#)

902.

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs

[OrangeEye's solution](#)

903.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing

[OrangeEye's solution](#)

904.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[OrangeEye's solution](#)

905.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[OrangeEye's solution](#)

906.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[OrangeEye's solution](#)

907.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[OrangeEye's solution](#)

908.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[OrangeEye's solution](#)

909.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

910.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

[OrangeEye's solution](#)

911.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · last AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[OrangeEye's solution](#)

912.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[OrangeEye's solution](#)

913.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures

[OrangeEye's solution](#)

914.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2026-03-24 · last AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees

[OrangeEye's solution](#)

915.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[OrangeEye's solution](#)

916.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OrangeEye's solution](#)

917.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[OrangeEye's solution](#)

918.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[OrangeEye's solution](#)

919.

936E

[Igea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[OrangeEye's solution](#)

920.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

921.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[OrangeEye's solution](#)

922.

1824E

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

Quality: 188 global accepts · Rating: 3500 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[OrangeEye's solution](#)

923.

1987G2

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

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[OrangeEye's solution](#)

924.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

925.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

926.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OrangeEye's solution](#)

927.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[OrangeEye's solution](#)

928.

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-07-30 · last AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[OrangeEye's solution](#)

929.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[OrangeEye's solution](#)

930.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-03-25 · last AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[OrangeEye's solution](#)

931.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2025-03-20 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[OrangeEye's solution](#)

932.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[OrangeEye's solution](#)

933.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[OrangeEye's solution](#)

934.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[OrangeEye's solution](#)

935.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OrangeEye's solution](#)

936.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[OrangeEye's solution](#)

937.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[OrangeEye's solution](#)

938.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[OrangeEye's solution](#)

939.

2219B1

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

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[OrangeEye's solution](#)

940.

2219D

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

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, trees

[OrangeEye's solution](#)

941.

2219C

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

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[OrangeEye's solution](#)

942.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OrangeEye's solution](#)

943.

102769D

[Defend City](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[OrangeEye's solution](#)

944.

101821B

[LIS vs. LDS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[OrangeEye's solution](#)

945.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

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

[OrangeEye's solution](#)

946.

102803E

[Everybody Lost Somebody](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[OrangeEye's solution](#)

947.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[OrangeEye's solution](#)

948.

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[OrangeEye's solution](#)

949.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[OrangeEye's solution](#)

950.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[OrangeEye's solution](#)

951.

100517C

[Comb Avoiding Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[OrangeEye's solution](#)

952.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[OrangeEye's solution](#)

953.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: *special

[OrangeEye's solution](#)

954.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: —

[OrangeEye's solution](#)