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Unique solved — PEIMUDA

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469A

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12.

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47.

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1250F

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58.

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59.

1633A

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67.

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1530B

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72.

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981A

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90.

26A

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94.

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96.

1906A

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97.

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[PEIMUDA's solution](#)

104.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[PEIMUDA's solution](#)

105.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[PEIMUDA's solution](#)

106.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[PEIMUDA's solution](#)

107.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[PEIMUDA's solution](#)

108.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[PEIMUDA's solution](#)

109.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[PEIMUDA's solution](#)

110.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,478 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[PEIMUDA's solution](#)

111.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[PEIMUDA's solution](#)

112.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[PEIMUDA's solution](#)

113.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

114.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

115.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[PEIMUDA's solution](#)

116.

1589B

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

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

[PEIMUDA's solution](#)

117.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[PEIMUDA's solution](#)

118.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[PEIMUDA's solution](#)

119.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, math

[PEIMUDA's solution](#)

120.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[PEIMUDA's solution](#)

121.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[PEIMUDA's solution](#)

122.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[PEIMUDA's solution](#)

123.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[PEIMUDA's solution](#)

124.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PEIMUDA's solution](#)

125.

1863B

[Split Sort](#) · [Tutorial](#)

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

[PEIMUDA's solution](#)

126.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[PEIMUDA's solution](#)

127.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[PEIMUDA's solution](#)

128.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

129.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

130.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[PEIMUDA's solution](#)

131.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[PEIMUDA's solution](#)

132.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,066 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[PEIMUDA's solution](#)

133.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,602 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[PEIMUDA's solution](#)

134.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

135.

706B

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

Quality: 84,425 global accepts · Rating: 1100 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[PEIMUDA's solution](#)

136.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[PEIMUDA's solution](#)

137.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

138.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[PEIMUDA's solution](#)

139.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[PEIMUDA's solution](#)

140.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,806 global accepts · Rating: 1100 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[PEIMUDA's solution](#)

141.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[PEIMUDA's solution](#)

142.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[PEIMUDA's solution](#)

143.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,825 global accepts · Rating: 1100 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: implementation

[PEIMUDA's solution](#)

144.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: implementation, strings

[PEIMUDA's solution](#)

145.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: implementation

[PEIMUDA's solution](#)

146.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[PEIMUDA's solution](#)

147.

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[PEIMUDA's solution](#)

148.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[PEIMUDA's solution](#)

149.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[PEIMUDA's solution](#)

150.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[PEIMUDA's solution](#)

151.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[PEIMUDA's solution](#)

152.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[PEIMUDA's solution](#)

153.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[PEIMUDA's solution](#)

154.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,633 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[PEIMUDA's solution](#)

155.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[PEIMUDA's solution](#)

156.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[PEIMUDA's solution](#)

157.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[PEIMUDA's solution](#)

158.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[PEIMUDA's solution](#)

159.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,627 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[PEIMUDA's solution](#)

160.

1713C

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

Quality: 18,872 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[PEIMUDA's solution](#)

161.

1679B

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

Quality: 27,427 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[PEIMUDA's solution](#)

162.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[PEIMUDA's solution](#)

163.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, schedules
[PEIMUDA's solution](#)

164.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[PEIMUDA's solution](#)

165.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings
[PEIMUDA's solution](#)

166.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[PEIMUDA's solution](#)

167.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[PEIMUDA's solution](#)

168.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[PEIMUDA's solution](#)

169.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[PEIMUDA's solution](#)

170.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[PEIMUDA's solution](#)

171.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu,

graphs

[PEIMUDA's solution](#)

172.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[PEIMUDA's solution](#)

173.

1608B

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

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

[PEIMUDA's solution](#)

174.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[PEIMUDA's solution](#)

175.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[PEIMUDA's solution](#)

176.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[PEIMUDA's solution](#)

177.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[PEIMUDA's solution](#)

178.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[PEIMUDA's solution](#)

179.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[PEIMUDA's solution](#)

180.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[PEIMUDA's solution](#)

181.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[PEIMUDA's solution](#)

182.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[PEIMUDA's solution](#)

183.

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[PEIMUDA's solution](#)

184.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[PEIMUDA's solution](#)

185.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[PEIMUDA's solution](#)

186.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[PEIMUDA's solution](#)

187.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[PEIMUDA's solution](#)

188.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[PEIMUDA's solution](#)

189.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[PEIMUDA's solution](#)

190.

185A

[Plant](#) · [Tutorial](#)

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

[PEIMUDA's solution](#)

191.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[PEIMUDA's solution](#)

192.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[PEIMUDA's solution](#)

193.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[PEIMUDA's solution](#)

194.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[PEIMUDA's solution](#)

195.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[PEIMUDA's solution](#)

196.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[PEIMUDA's solution](#)

197.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[PEIMUDA's solution](#)

198.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[PEIMUDA's solution](#)

199.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[PEIMUDA's solution](#)

200.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[PEIMUDA's solution](#)

201.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2022-02-20 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

202.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[PEIMUDA's solution](#)

203.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[PEIMUDA's solution](#)

204.

1649B

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

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[PEIMUDA's solution](#)

205.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

206.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[PEIMUDA's solution](#)

207.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,121 global accepts · Rating: 1300 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[PEIMUDA's solution](#)

208.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[PEIMUDA's solution](#)

209.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2021-05-05 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[PEIMUDA's solution](#)

210.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: *special, brute force, number theory

[PEIMUDA's solution](#)

211.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PEIMUDA's solution](#)

212.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[PEIMUDA's solution](#)

213.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[PEIMUDA's solution](#)

214.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[PEIMUDA's solution](#)

215.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[PEIMUDA's solution](#)

216.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[PEIMUDA's solution](#)

217.

1970C1

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

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[PEIMUDA's solution](#)

218.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[PEIMUDA's solution](#)

219.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[PEIMUDA's solution](#)

220.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[PEIMUDA's solution](#)

221.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[PEIMUDA's solution](#)

222.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[PEIMUDA's solution](#)

223.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[PEIMUDA's solution](#)

224.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[PEIMUDA's solution](#)

225.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[PEIMUDA's solution](#)

226.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 1400 · first AC: 2022-11-19 · last AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[PEIMUDA's solution](#)

227.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[PEIMUDA's solution](#)

228.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[PEIMUDA's solution](#)

229.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[PEIMUDA's solution](#)

230.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[PEIMUDA's solution](#)

231.

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

[PEIMUDA's solution](#)

232.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[PEIMUDA's solution](#)

233.

1167C

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

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[PEIMUDA's solution](#)

234.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[PEIMUDA's solution](#)

235.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[PEIMUDA's solution](#)

236.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[PEIMUDA's solution](#)

237.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,056 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[PEIMUDA's solution](#)

238.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[PEIMUDA's solution](#)

239.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

240.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[PEIMUDA's solution](#)

241.

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

[PEIMUDA's solution](#)

242.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[PEIMUDA's solution](#)

243.

505B

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

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[PEIMUDA's solution](#)

244.

1649C

[Weird Sum](#) · [Tutorial](#)

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

[PEIMUDA's solution](#)

245.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,410 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu
[PEIMUDA's solution](#)

246.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[PEIMUDA's solution](#)

247.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: shortest paths
[PEIMUDA's solution](#)

248.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,088 global accepts · Rating: 1400 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers
[PEIMUDA's solution](#)

249.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[PEIMUDA's solution](#)

250.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[PEIMUDA's solution](#)

251.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[PEIMUDA's solution](#)

252.

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
[PEIMUDA's solution](#)

253.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[PEIMUDA's solution](#)

254.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[PEIMUDA's solution](#)

255.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[PEIMUDA's solution](#)

256.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[PEIMUDA's solution](#)

257.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[PEIMUDA's solution](#)

258.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[PEIMUDA's solution](#)

259.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math
[PEIMUDA's solution](#)

260.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[PEIMUDA's solution](#)

261.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[PEIMUDA's solution](#)

262.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math
[PEIMUDA's solution](#)

263.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings
[PEIMUDA's solution](#)

264.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[PEIMUDA's solution](#)

265.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings
[PEIMUDA's solution](#)

266.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[PEIMUDA's solution](#)

267.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[PEIMUDA's solution](#)

268.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[PEIMUDA's solution](#)

269.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[PEIMUDA's solution](#)

270.

977E

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

Quality: 25,612 global accepts · Rating: 1500 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[PEIMUDA's solution](#)

271.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[PEIMUDA's solution](#)

272.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[PEIMUDA's solution](#)

273.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,258 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[PEIMUDA's solution](#)

274.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[PEIMUDA's solution](#)

275.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[PEIMUDA's solution](#)

276.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[PEIMUDA's solution](#)

277.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[PEIMUDA's solution](#)

278.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: —
[PEIMUDA's solution](#)

279.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths
[PEIMUDA's solution](#)

280.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[PEIMUDA's solution](#)

281.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs
[PEIMUDA's solution](#)

282.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths
[PEIMUDA's solution](#)

283.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[PEIMUDA's solution](#)

284.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[PEIMUDA's solution](#)

285.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[PEIMUDA's solution](#)

286.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math
[PEIMUDA's solution](#)

287.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[PEIMUDA's solution](#)

288.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[PEIMUDA's solution](#)

289.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[PEIMUDA's solution](#)

290.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[PEIMUDA's solution](#)

291.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[PEIMUDA's solution](#)

292.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[PEIMUDA's solution](#)

293.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,498 global accepts · Rating: 1600 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
[PEIMUDA's solution](#)

294.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar
[PEIMUDA's solution](#)

295.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,691 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[PEIMUDA's solution](#)

296.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[PEIMUDA's solution](#)

297.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[PEIMUDA's solution](#)

298.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,646 global accepts · Rating: 1600 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

[PEIMUDA's solution](#)

299.

523D

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

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: *special, data structures, implementation

[PEIMUDA's solution](#)

300.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[PEIMUDA's solution](#)

301.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[PEIMUDA's solution](#)

302.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[PEIMUDA's solution](#)

303.

139C

[Literature Lesson](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-29 · last AC: 2021-05-30 · GNU C++11 (first AC) · Tags: implementation, strings

[PEIMUDA's solution](#)

304.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[PEIMUDA's solution](#)

305.

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

[PEIMUDA's solution](#)

306.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[PEIMUDA's solution](#)

307.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

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308.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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309.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[PEIMUDA's solution](#)

310.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

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311.

1930C

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Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

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312.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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313.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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314.

1893B

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Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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315.

1889B

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Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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316.

1864D

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Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

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317.

1776F

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Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
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318.

1770C

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Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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319.

1765D

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320.

813C

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321.

1700C

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322.

1684D

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[PEIMUDA's solution](#)

323.

29C

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324.

598D

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Quality: 13,092 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[PEIMUDA's solution](#)

325.

559B

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Quality: 11,672 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

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326.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

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327.

1543D1

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

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

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328.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[PEIMUDA's solution](#)

329.

2045M

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Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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330.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

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331.

1930D1

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Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

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332.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

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333.

1852A

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Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

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334.

1824B1

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Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

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335.

1107D

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Quality: 3,904 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[PEIMUDA's solution](#)

336.

1759F

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Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[PEIMUDA's solution](#)

337.

1732C1

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Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

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338.

911D

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[PEIMUDA's solution](#)

339.

813B

[The Golden Age](#) · [Tutorial](#)

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340.

1728D

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Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

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341.

1713D

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Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

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342.

1674F

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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

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343.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-02-20 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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344.

1630B

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345.

200C

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346.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

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347.

1560E

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Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[PEIMUDA's solution](#)

348.

256B

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Rating: 1800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[PEIMUDA's solution](#)

349.

3C

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Quality: 8,278 global accepts · Rating: 1800 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: brute force, games, implementation

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350.

173B

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Quality: 3,987 global accepts · Rating: 1800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[PEIMUDA's solution](#)

351.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: implementation

[PEIMUDA's solution](#)

352.

363D

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Quality: 4,330 global accepts · Rating: 1800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, greedy

[PEIMUDA's solution](#)

353.

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[PEIMUDA's solution](#)

354.

2180D

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Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

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355.

2174B

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Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

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356.

2157E

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Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

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357.

2053E

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Quality: 4,514 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

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358.

2038G

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Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

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359.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[PEIMUDA's solution](#)

360.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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361.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[PEIMUDA's solution](#)

362.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

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363.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[PEIMUDA's solution](#)

364.

1970C3

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

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

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365.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[PEIMUDA's solution](#)

366.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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367.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[PEIMUDA's solution](#)

368.

417D

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Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

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369.

1887B

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Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[PEIMUDA's solution](#)

370.

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

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371.

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[PEIMUDA's solution](#)

372.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[PEIMUDA's solution](#)

373.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[PEIMUDA's solution](#)

374.

702D

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375.

817D

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Quality: 6,286 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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376.

808D

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Quality: 8,096 global accepts · Rating: 1900 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[PEIMUDA's solution](#)

377.

1700D

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[PEIMUDA's solution](#)

378.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[PEIMUDA's solution](#)

379.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

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380.

20C

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Quality: 46,874 global accepts · Rating: 1900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

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381.

2057D

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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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382.

2045B

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Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PEIMUDA's solution](#)

383.

2041M

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Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[PEIMUDA's solution](#)

384.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[PEIMUDA's solution](#)

385.

39A

[C*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, greedy

[PEIMUDA's solution](#)

386.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[PEIMUDA's solution](#)

387.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[PEIMUDA's solution](#)

388.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[PEIMUDA's solution](#)

389.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[PEIMUDA's solution](#)

390.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[PEIMUDA's solution](#)

391.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[PEIMUDA's solution](#)

392.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[PEIMUDA's solution](#)

393.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[PEIMUDA's solution](#)

394.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[PEIMUDA's solution](#)

395.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[PEIMUDA's solution](#)

396.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[PEIMUDA's solution](#)

397.

1889C1

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Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[PEIMUDA's solution](#)

398.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[PEIMUDA's solution](#)

399.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[PEIMUDA's solution](#)

400.

265E

[Choosing Balls](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: schedules, sortings

[PEIMUDA's solution](#)

401.

911E

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Quality: 2,853 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[PEIMUDA's solution](#)

402.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[PEIMUDA's solution](#)

403.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[PEIMUDA's solution](#)

404.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[PEIMUDA's solution](#)

405.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[PEIMUDA's solution](#)

406.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[PEIMUDA's solution](#)

407.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings

[PEIMUDA's solution](#)

408.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[PEIMUDA's solution](#)

409.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[PEIMUDA's solution](#)

410.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[PEIMUDA's solution](#)

411.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PEIMUDA's solution](#)

412.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[PEIMUDA's solution](#)

413.

292C

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

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: brute force

[PEIMUDA's solution](#)

414.

2150C

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

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[PEIMUDA's solution](#)

415.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[PEIMUDA's solution](#)

416.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[PEIMUDA's solution](#)

417.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[PEIMUDA's solution](#)

418.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[PEIMUDA's solution](#)

419.

1970D1

[Arithmancy \(Easy\) · Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[PEIMUDA's solution](#)

420.

1970B2

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

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[PEIMUDA's solution](#)

421.

475C

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

Quality: 834 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[PEIMUDA's solution](#)

422.

576C

[Points on Plane · Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[PEIMUDA's solution](#)

423.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[PEIMUDA's solution](#)

424.

1924B

[Space Harbour · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[PEIMUDA's solution](#)

425.

1919D

[01 Tree · Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[PEIMUDA's solution](#)

426.

1906F

[Maximize The Value · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[PEIMUDA's solution](#)

427.

1906J

[Count BFS Graph · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[PEIMUDA's solution](#)

428.

1876C

[Autosynthesis · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[PEIMUDA's solution](#)

429.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[PEIMUDA's solution](#)

430.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[PEIMUDA's solution](#)

431.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[PEIMUDA's solution](#)

432.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[PEIMUDA's solution](#)

433.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2022-09-02 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[PEIMUDA's solution](#)

434.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[PEIMUDA's solution](#)

435.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[PEIMUDA's solution](#)

436.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[PEIMUDA's solution](#)

437.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[PEIMUDA's solution](#)

438.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[PEIMUDA's solution](#)

439.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PEIMUDA's solution](#)

440.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[PEIMUDA's solution](#)

441.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-05-30 · last AC: 2021-05-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[PEIMUDA's solution](#)

442.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[PEIMUDA's solution](#)

443.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[PEIMUDA's solution](#)

444.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[PEIMUDA's solution](#)

445.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[PEIMUDA's solution](#)

446.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[PEIMUDA's solution](#)

447.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[PEIMUDA's solution](#)

448.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[PEIMUDA's solution](#)

449.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[PEIMUDA's solution](#)

450.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[PEIMUDA's solution](#)

451.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[PEIMUDA's solution](#)

452.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[PEIMUDA's solution](#)

453.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[PEIMUDA's solution](#)

454.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[PEIMUDA's solution](#)

455.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[PEIMUDA's solution](#)

456.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[PEIMUDA's solution](#)

457.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[PEIMUDA's solution](#)

458.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory, trees

[PEIMUDA's solution](#)

459.

347E

[Number Transformation II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[PEIMUDA's solution](#)

460.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[PEIMUDA's solution](#)

461.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[PEIMUDA's solution](#)

462.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[PEIMUDA's solution](#)

463.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[PEIMUDA's solution](#)

464.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[PEIMUDA's solution](#)

465.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PEIMUDA's solution](#)

466.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[PEIMUDA's solution](#)

467.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[PEIMUDA's solution](#)

468.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[PEIMUDA's solution](#)

469.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[PEIMUDA's solution](#)

470.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[PEIMUDA's solution](#)

471.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[PEIMUDA's solution](#)

472.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[PEIMUDA's solution](#)

473.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[PEIMUDA's solution](#)

474.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[PEIMUDA's solution](#)

475.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[PEIMUDA's solution](#)

476.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[PEIMUDA's solution](#)

477.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[PEIMUDA's solution](#)

478.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[PEIMUDA's solution](#)

479.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

480.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

481.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

482.

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[PEIMUDA's solution](#)

483.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[PEIMUDA's solution](#)

484.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[PEIMUDA's solution](#)

485.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[PEIMUDA's solution](#)

486.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[PEIMUDA's solution](#)

487.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[PEIMUDA's solution](#)

488.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[PEIMUDA's solution](#)

489.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[PEIMUDA's solution](#)

490.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[PEIMUDA's solution](#)

491.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[PEIMUDA's solution](#)

492.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, two pointers

[PEIMUDA's solution](#)

493.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[PEIMUDA's solution](#)

494.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[PEIMUDA's solution](#)

495.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PEIMUDA's solution](#)

496.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[PEIMUDA's solution](#)

497.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[PEIMUDA's solution](#)

498.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[PEIMUDA's solution](#)

499.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PEIMUDA's solution](#)

500.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[PEIMUDA's solution](#)

501.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[PEIMUDA's solution](#)

502.

2157F

[Git Gud · Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[PEIMUDA's solution](#)

503.

625D

[Finals in arithmetic · Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[PEIMUDA's solution](#)

504.

2097C

[Bermuda Triangle · Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[PEIMUDA's solution](#)

505.

1436E

[Complicated Computations · Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[PEIMUDA's solution](#)

506.

1886E

[I Wanna be the Team Leader · Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[PEIMUDA's solution](#)

507.

2041F

[Segmentation Folds · Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory
[PEIMUDA's solution](#)

508.

107C

[Arrangement · Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[PEIMUDA's solution](#)

509.

2038D

[Divide OR Conquer · Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[PEIMUDA's solution](#)

510.

227E

[Anniversary · Tutorial](#)

Rating: 2400 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: matrices, number theory
[PEIMUDA's solution](#)

511.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[PEIMUDA's solution](#)

512.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[PEIMUDA's solution](#)

513.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[PEIMUDA's solution](#)

514.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[PEIMUDA's solution](#)

515.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[PEIMUDA's solution](#)

516.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[PEIMUDA's solution](#)

517.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[PEIMUDA's solution](#)

518.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[PEIMUDA's solution](#)

519.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees
[PEIMUDA's solution](#)

520.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[PEIMUDA's solution](#)

521.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[PEIMUDA's solution](#)

522.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[PEIMUDA's solution](#)

523.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[PEIMUDA's solution](#)

524.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[PEIMUDA's solution](#)

525.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[PEIMUDA's solution](#)

526.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[PEIMUDA's solution](#)

527.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[PEIMUDA's solution](#)

528.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[PEIMUDA's solution](#)

529.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[PEIMUDA's solution](#)

530.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[PEIMUDA's solution](#)

531.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[PEIMUDA's solution](#)

532.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[PEIMUDA's solution](#)

533.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[PEIMUDA's solution](#)

534.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[PEIMUDA's solution](#)

535.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[PEIMUDA's solution](#)

536.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[PEIMUDA's solution](#)

537.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[PEIMUDA's solution](#)

538.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[PEIMUDA's solution](#)

539.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[PEIMUDA's solution](#)

540.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[PEIMUDA's solution](#)

541.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[PEIMUDA's solution](#)

542.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-

middle

[PEIMUDA's solution](#)

543.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[PEIMUDA's solution](#)

544.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[PEIMUDA's solution](#)

545.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[PEIMUDA's solution](#)

546.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[PEIMUDA's solution](#)

547.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[PEIMUDA's solution](#)

548.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[PEIMUDA's solution](#)

549.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[PEIMUDA's solution](#)

550.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[PEIMUDA's solution](#)

551.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[PEIMUDA's solution](#)

552.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PEIMUDA's solution](#)

553.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[PEIMUDA's solution](#)

554.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[PEIMUDA's solution](#)

555.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[PEIMUDA's solution](#)

556.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[PEIMUDA's solution](#)

557.

384D

[Volcanoes](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[PEIMUDA's solution](#)

558.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[PEIMUDA's solution](#)

559.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[PEIMUDA's solution](#)

560.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[PEIMUDA's solution](#)

561.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[PEIMUDA's solution](#)

562.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[PEIMUDA's solution](#)

563.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[PEIMUDA's solution](#)

564.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[PEIMUDA's solution](#)

565.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math

[PEIMUDA's solution](#)

566.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[PEIMUDA's solution](#)

567.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[PEIMUDA's solution](#)

568.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[PEIMUDA's solution](#)

569.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[PEIMUDA's solution](#)

570.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[PEIMUDA's solution](#)

571.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[PEIMUDA's solution](#)

572.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[PEIMUDA's solution](#)

573.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[PEIMUDA's solution](#)

574.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[PEIMUDA's solution](#)

575.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[PEIMUDA's solution](#)

576.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[PEIMUDA's solution](#)

577.

802A3

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

Quality: 700 global accepts · Rating: 2600 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[PEIMUDA's solution](#)

578.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[PEIMUDA's solution](#)

579.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[PEIMUDA's solution](#)

580.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[PEIMUDA's solution](#)

581.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, shortest paths

[PEIMUDA's solution](#)

582.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[PEIMUDA's solution](#)

583.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[PEIMUDA's solution](#)

584.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[PEIMUDA's solution](#)

585.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[PEIMUDA's solution](#)

586.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[PEIMUDA's solution](#)

587.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[PEIMUDA's solution](#)

588.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees
[PEIMUDA's solution](#)

589.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths
[PEIMUDA's solution](#)

590.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[PEIMUDA's solution](#)

591.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp
[PEIMUDA's solution](#)

592.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings
[PEIMUDA's solution](#)

593.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2022-12-24 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[PEIMUDA's solution](#)

594.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry, greedy

[PEIMUDA's solution](#)

595.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[PEIMUDA's solution](#)

596.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[PEIMUDA's solution](#)

597.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[PEIMUDA's solution](#)

598.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[PEIMUDA's solution](#)

599.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[PEIMUDA's solution](#)

600.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[PEIMUDA's solution](#)

601.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[PEIMUDA's solution](#)

602.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[PEIMUDA's solution](#)

603.

269D

[Maximum Waterfall](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings
[PEIMUDA's solution](#)

604.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[PEIMUDA's solution](#)

605.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[PEIMUDA's solution](#)

606.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[PEIMUDA's solution](#)

607.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[PEIMUDA's solution](#)

608.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows
[PEIMUDA's solution](#)

609.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[PEIMUDA's solution](#)

610.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[PEIMUDA's solution](#)

611.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[PEIMUDA's solution](#)

612.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees
[PEIMUDA's solution](#)

613.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[PEIMUDA's solution](#)

614.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[PEIMUDA's solution](#)

615.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[PEIMUDA's solution](#)

616.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[PEIMUDA's solution](#)

617.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, probabilities, two pointers

[PEIMUDA's solution](#)

618.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[PEIMUDA's solution](#)

619.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[PEIMUDA's solution](#)

620.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[PEIMUDA's solution](#)

621.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[PEIMUDA's solution](#)

622.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[PEIMUDA's solution](#)

623.

2150E2

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

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

[PEIMUDA's solution](#)

624.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices

[PEIMUDA's solution](#)

625.

2053I1

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

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[PEIMUDA's solution](#)

626.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[PEIMUDA's solution](#)

627.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[PEIMUDA's solution](#)

628.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[PEIMUDA's solution](#)

629.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings

[PEIMUDA's solution](#)

630.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, math, probabilities

[PEIMUDA's solution](#)

631.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[PEIMUDA's solution](#)

632.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[PEIMUDA's solution](#)

633.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[PEIMUDA's solution](#)

634.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities
[PEIMUDA's solution](#)

635.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees
[PEIMUDA's solution](#)

636.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, geometry, trees
[PEIMUDA's solution](#)

637.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities
[PEIMUDA's solution](#)

638.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math
[PEIMUDA's solution](#)

639.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[PEIMUDA's solution](#)

640.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[PEIMUDA's solution](#)

641.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
[PEIMUDA's solution](#)

642.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[PEIMUDA's solution](#)

643.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees
[PEIMUDA's solution](#)

644.

1668F

[Edge Elimination](#) · [Tutorial](#)

Rating: 2900 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[PEIMUDA's solution](#)

645.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[PEIMUDA's solution](#)

646.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[PEIMUDA's solution](#)

647.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[PEIMUDA's solution](#)

648.

2018F1

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

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[PEIMUDA's solution](#)

649.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[PEIMUDA's solution](#)

650.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[PEIMUDA's solution](#)

651.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[PEIMUDA's solution](#)

652.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[PEIMUDA's solution](#)

653.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[PEIMUDA's solution](#)

654.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: games, number theory

[PEIMUDA's solution](#)

655.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[PEIMUDA's solution](#)

656.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[PEIMUDA's solution](#)

657.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[PEIMUDA's solution](#)

658.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2025-12-16 · last AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[PEIMUDA's solution](#)

659.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[PEIMUDA's solution](#)

660.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[PEIMUDA's solution](#)

661.

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

[PEIMUDA's solution](#)

662.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[PEIMUDA's solution](#)

663.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[PEIMUDA's solution](#)

664.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[PEIMUDA's solution](#)

665.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[PEIMUDA's solution](#)

666.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[PEIMUDA's solution](#)

667.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[PEIMUDA's solution](#)

668.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[PEIMUDA's solution](#)

669.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[PEIMUDA's solution](#)

670.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[PEIMUDA's solution](#)

671.

2018F2

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

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[PEIMUDA's solution](#)

672.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[PEIMUDA's solution](#)

673.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[PEIMUDA's solution](#)

674.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[PEIMUDA's solution](#)

675.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-05 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[PEIMUDA's solution](#)

676.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[PEIMUDA's solution](#)

677.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · last AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[PEIMUDA's solution](#)

678.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[PEIMUDA's solution](#)

679.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[PEIMUDA's solution](#)

680.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[PEIMUDA's solution](#)

681.

2041K

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

Quality: 122 global accepts · Rating: 3100 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[PEIMUDA's solution](#)

682.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[PEIMUDA's solution](#)

683.

2018F3

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

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[PEIMUDA's solution](#)

684.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[PEIMUDA's solution](#)

685.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[PEIMUDA's solution](#)

686.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[PEIMUDA's solution](#)

687.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation
[PEIMUDA's solution](#)

688.

786E

[ALT](#) · [Tutorial](#)

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689.

2180F2

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690.

2157H

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691.

1109F

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692.

1519F

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693.

1517G

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694.

700E

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695.

2046F1

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Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[PEIMUDA's solution](#)

696.

2018E1

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Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

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697.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[PEIMUDA's solution](#)

698.

1707E

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Quality: 936 global accepts · Rating: 3500 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[PEIMUDA's solution](#)

699.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[PEIMUDA's solution](#)

700.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, trees

[PEIMUDA's solution](#)

701.

undefined429

[Problem Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[PEIMUDA's solution](#)

702.

undefined509

[Chameleons All Around](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · last AC: 2024-10-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

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703.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · last AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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704.

undefined420

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

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[PEIMUDA's solution](#)

705.

undefined505

[Prefixes and suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: *special

[PEIMUDA's solution](#)

706.

undefined277

[Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: *special

[PEIMUDA's solution](#)

707.

undefined445

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: *special

[PEIMUDA's solution](#)

708.

100536C

[Chandelier](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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709.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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710.

1662M

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Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[PEIMUDA's solution](#)

711.

1662H

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Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[PEIMUDA's solution](#)

712.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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713.

100506A

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Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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714.

100651B

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Rating: — · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[PEIMUDA's solution](#)

715.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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716.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: —

[PEIMUDA's solution](#)

717.

100803A

[Bit String Reordering - Tutorial](#)

Rating: — · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: —

[PEIMUDA's solution](#)