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Unique solved — Pacybwoah

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

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Count: 492

1.

2211A

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Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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3.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,817 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

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4.

1708A

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Quality: 22,573 global accepts · Rating: 800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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5.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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6.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

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7.

2193A

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

Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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8.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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9.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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10.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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11.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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12.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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13.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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14.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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15.

2084A

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16.

1698A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

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17.

2025A

[Two Screens](#) · [Tutorial](#)

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18.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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19.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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20.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Pacybwoah's solution](#)

21.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

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22.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Pacybwoah's solution](#)

23.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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24.

1913A

[Rating Increase](#) · [Tutorial](#)

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25.

2056A

[Shape Perimeter](#) · [Tutorial](#)

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26.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

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27.

1506A

[Strange Table](#) · [Tutorial](#)

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28.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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29.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

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30.

1996B

[Scale](#) · [Tutorial](#)

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31.

1715A

[Crossmarket](#) · [Tutorial](#)

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32.

1584A

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

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33.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

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34.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

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35.

1982A

[Soccer](#) · [Tutorial](#)

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36.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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37.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Pacybwoah's solution](#)

38.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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39.

2053A

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40.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

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41.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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- 42.**
2038N
[Fixing the Expression](#) · [Tutorial](#)
Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Pacybwoah's solution](#)
- 43.**
2035A
[Sliding](#) · [Tutorial](#)
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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- 44.**
2001B
[Generate Permutation](#) · [Tutorial](#)
Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Pacybwoah's solution](#)
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2001A
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Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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- 46.**
1994A
[Diverse Game](#) · [Tutorial](#)
Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Pacybwoah's solution](#)
- 47.**
1983A
[Array Divisibility](#) · [Tutorial](#)
Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Pacybwoah's solution](#)
- 48.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Pacybwoah's solution](#)
- 49.**
1934A
[Too Min Too Max](#) · [Tutorial](#)
Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Pacybwoah's solution](#)
- 50.**
630A
[Again Twenty Five!](#) · [Tutorial](#)
Quality: 93,508 global accepts · Rating: 800 · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: number theory
[Pacybwoah's solution](#)
- 51.**
1929B
[Sasha and the Drawing](#) · [Tutorial](#)
Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[Pacybwoah's solution](#)
- 52.**
1929A
[Sasha and the Beautiful Array](#) · [Tutorial](#)
Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Pacybwoah's solution](#)

53.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-14 · PyPy 3-64 (first AC) · Tags: geometry, math

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54.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

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55.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,814 global accepts · Rating: 800 · first AC: 2024-02-09 · PyPy 3 (first AC) · Tags: brute force, math

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56.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-01-23 · PyPy 3 (first AC) · Tags: bitmasks, implementation

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57.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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58.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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59.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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60.

1916A

[2023](#) · [Tutorial](#)

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61.

1917A

[Least Product](#) · [Tutorial](#)

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62.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-12-12 · PyPy 3 (first AC) · Tags: implementation, sortings

[Pacybwoah's solution](#)

63.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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64.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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65.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Pacybwoah's solution](#)

66.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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67.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Pacybwoah's solution](#)

68.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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69.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,929 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Pacybwoah's solution](#)

70.

1807C

[Find and Replace](#) · [Tutorial](#)

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[Pacybwoah's solution](#)

71.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Pacybwoah's solution](#)

72.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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73.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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74.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Pacybwoah's solution](#)

75.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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76.

1766A

[Extremely Round](#) · [Tutorial](#)

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77.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

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78.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Pacybwoah's solution](#)

79.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Pacybwoah's solution](#)

80.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Pacybwoah's solution](#)

81.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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82.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

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83.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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84.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Pacybwoah's solution](#)

85.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Pacybwoah's solution](#)

86.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pacybwoah's solution](#)

87.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Pacybwoah's solution](#)

88.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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89.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Pacybwoah's solution](#)

90.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Pacybwoah's solution](#)

91.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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92.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: greedy, math

[Pacybwoah's solution](#)

93.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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94.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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95.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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96.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: math, number theory

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97.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

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98.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Pacybwoah's solution](#)

99.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Pacybwoah's solution](#)

100.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pacybwoah's solution](#)

101.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Pacybwoah's solution](#)

102.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Pacybwoah's solution](#)

103.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Pacybwoah's solution](#)

104.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Pacybwoah's solution](#)

105.

2057B

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

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

[Pacybwoah's solution](#)

106.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Pacybwoah's solution](#)

107.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Pacybwoah's solution](#)

108.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Pacybwoah's solution](#)

109.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Pacybwoah's solution](#)

110.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Pacybwoah's solution](#)

111.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Pacybwoah's solution](#)

112.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Pacybwoah's solution](#)

113.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Pacybwoah's solution](#)

114.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Pacybwoah's solution](#)

115.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Pacybwoah's solution](#)

116.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pacybwoah's solution](#)

117.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Pacybwoah's solution](#)

118.

2211B

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

Quality: 11,623 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Pacybwoah's solution](#)

119.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Pacybwoah's solution](#)

120.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Pacybwoah's solution](#)

121.

2138A

[Cake Assignment](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

122.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Pacybwoah's solution](#)

123.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Pacybwoah's solution](#)

124.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Pacybwoah's solution](#)

125.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Pacybwoah's solution](#)

126.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Pacybwoah's solution](#)

127.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Pacybwoah's solution](#)

128.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[Pacybwoah's solution](#)

129.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Pacybwoah's solution](#)

130.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[Pacybwoah's solution](#)

131.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Pacybwoah's solution](#)

132.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Pacybwoah's solution](#)

133.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Pacybwoah's solution](#)

134.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Pacybwoah's solution](#)

135.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Pacybwoah's solution](#)

136.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Pacybwoah's solution](#)

137.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Pacybwoah's solution](#)

138.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Pacybwoah's solution](#)

139.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Pacybwoah's solution](#)

140.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Pacybwoah's solution](#)

141.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Pacybwoah's solution](#)

142.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Pacybwoah's solution](#)

143.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pacybwoah's solution](#)

144.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Pacybwoah's solution](#)

145.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Pacybwoah's solution](#)

146.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Pacybwoah's solution](#)

147.

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Pacybwoah's solution](#)

148.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Pacybwoah's solution](#)

149.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Pacybwoah's solution](#)

150.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Pacybwoah's solution](#)

151.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pacybwoah's solution](#)

152.

2211C1

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

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Pacybwoah's solution](#)

153.

2201A1

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

Quality: 11,050 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Pacybwoah's solution](#)

154.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[Pacybwoah's solution](#)

155.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Pacybwoah's solution](#)

156.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Pacybwoah's solution](#)

157.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

158.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Pacybwoah's solution](#)

159.

1973B

[Cat, Fox and the Lonely Array](#) · Tutorial

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Pacybwoah's solution](#)

160.

1821C

[Tear It Apart](#) · Tutorial

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Pacybwoah's solution](#)

161.

1807E

[Interview](#) · Tutorial

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[Pacybwoah's solution](#)

162.

1766C

[Hamiltonian Wall](#) · Tutorial

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Pacybwoah's solution](#)

163.

1746C

[Permutation Operations](#) · Tutorial

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pacybwoah's solution](#)

164.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · Tutorial

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Pacybwoah's solution](#)

165.

2157C

[Meximum Array 2](#) · Tutorial

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pacybwoah's solution](#)

166.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Pacybwoah's solution](#)

167.

907B

[Tic-Tac-Toe](#) · Tutorial

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Pacybwoah's solution](#)

168.

203C

[Photographer](#) · Tutorial

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Pacybwoah's solution](#)

169.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Pacybwoah's solution](#)

170.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Pacybwoah's solution](#)

171.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Pacybwoah's solution](#)

172.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Pacybwoah's solution](#)

173.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Pacybwoah's solution](#)

174.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Pacybwoah's solution](#)

175.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Pacybwoah's solution](#)

176.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Pacybwoah's solution](#)

177.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Pacybwoah's solution](#)

178.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Pacybwoah's solution](#)

179.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[Pacybwoah's solution](#)

180.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Pacybwoah's solution](#)

181.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Pacybwoah's solution](#)

182.

2183C

[War Strategy](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

183.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Pacybwoah's solution](#)

184.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[Pacybwoah's solution](#)

185.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Pacybwoah's solution](#)

186.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Pacybwoah's solution](#)

187.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings

[Pacybwoah's solution](#)

188.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Pacybwoah's solution](#)

189.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Pacybwoah's solution](#)

190.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Pacybwoah's solution](#)

191.

2001C

[Guess The Tree](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

192.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Pacybwoah's solution](#)

193.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Pacybwoah's solution](#)

194.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Pacybwoah's solution](#)

195.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Pacybwoah's solution](#)

196.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Pacybwoah's solution](#)

197.

2207B

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

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Pacybwoah's solution](#)

198.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Pacybwoah's solution](#)

199.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[Pacybwoah's solution](#)

200.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Pacybwoah's solution](#)

201.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Pacybwoah's solution](#)

202.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Pacybwoah's solution](#)

203.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Pacybwoah's solution](#)

204.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation

[Pacybwoah's solution](#)

205.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Pacybwoah's solution](#)

206.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Pacybwoah's solution](#)

207.

2018A

[Cards Partition](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

208.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Pacybwoah's solution](#)

209.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Pacybwoah's solution](#)

210.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Pacybwoah's solution](#)

211.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Pacybwoah's solution](#)

212.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Pacybwoah's solution](#)

213.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Pacybwoah's solution](#)

214.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Pacybwoah's solution](#)

215.

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Pacybwoah's solution](#)

216.

2201A2

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

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Pacybwoah's solution](#)

217.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

218.

2159A

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

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

[Pacybwoah's solution](#)

219.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Pacybwoah's solution](#)

220.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Pacybwoah's solution](#)

221.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

222.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Pacybwoah's solution](#)

223.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Pacybwoah's solution](#)

224.

2018C

[Tree Pruning](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

225.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Pacybwoah's solution](#)

226.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Pacybwoah's solution](#)

227.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Pacybwoah's solution](#)

228.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Pacybwoah's solution](#)

229.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[Pacybwoah's solution](#)

230.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[Pacybwoah's solution](#)

231.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[Pacybwoah's solution](#)

232.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
[Pacybwoah's solution](#)

233.

2211C2

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

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[Pacybwoah's solution](#)

234.

2138C1

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

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

235.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[Pacybwoah's solution](#)

236.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[Pacybwoah's solution](#)

237.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Pacybwoah's solution](#)

238.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[Pacybwoah's solution](#)

239.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths
[Pacybwoah's solution](#)

240.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[Pacybwoah's solution](#)

241.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees
[Pacybwoah's solution](#)

242.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings
[Pacybwoah's solution](#)

243.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory
[Pacybwoah's solution](#)

244.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[Pacybwoah's solution](#)

245.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[Pacybwoah's solution](#)

246.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[Pacybwoah's solution](#)

247.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[Pacybwoah's solution](#)

248.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Pacybwoah's solution](#)

249.

1853D

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

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Pacybwoah's solution](#)

250.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Pacybwoah's solution](#)

251.

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Pacybwoah's solution](#)

252.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Pacybwoah's solution](#)

253.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Pacybwoah's solution](#)

254.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Pacybwoah's solution](#)

255.

1732C1

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

Quality: 7,572 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Pacybwoah's solution](#)

256.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Pacybwoah's solution](#)

257.

2180D

[Insolvable Disks](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

258.

2180C

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

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

[Pacybwoah's solution](#)

259.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Pacybwoah's solution](#)

260.

2138B

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

Quality: 5,332 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Pacybwoah's solution](#)

261.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Pacybwoah's solution](#)

262.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

263.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Pacybwoah's solution](#)

264.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Pacybwoah's solution](#)

265.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Pacybwoah's solution](#)

266.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Pacybwoah's solution](#)

267.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Pacybwoah's solution](#)

268.

2018B

[Speedbreaker](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

269.

2001D

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

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

[Pacybwoah's solution](#)

270.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Pacybwoah's solution](#)

271.

1994D

[Funny Game](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

272.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Pacybwoah's solution](#)

273.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[Pacybwoah's solution](#)

274.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Pacybwoah's solution](#)

275.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Pacybwoah's solution](#)

276.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Pacybwoah's solution](#)

277.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Pacybwoah's solution](#)

278.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Pacybwoah's solution](#)

279.

2178E

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

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

[Pacybwoah's solution](#)

280.

2138C2

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

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

[Pacybwoah's solution](#)

281.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Pacybwoah's solution](#)

282.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Pacybwoah's solution](#)

283.

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Pacybwoah's solution](#)

284.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Pacybwoah's solution](#)

285.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

286.

2057D

[Gifts Order](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

287.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Pacybwoah's solution](#)

288.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Pacybwoah's solution](#)

289.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Pacybwoah's solution](#)

290.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Pacybwoah's solution](#)

291.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Pacybwoah's solution](#)

292.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Pacybwoah's solution](#)

293.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Pacybwoah's solution](#)

294.

2207E1

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

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Pacybwoah's solution](#)

295.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Pacybwoah's solution](#)

296.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Pacybwoah's solution](#)

297.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Pacybwoah's solution](#)

298.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Pacybwoah's solution](#)

299.

2150C

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

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Pacybwoah's solution](#)

300.

2135D1

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

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

[Pacybwoah's solution](#)

301.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Pacybwoah's solution](#)

302.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Pacybwoah's solution](#)

303.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Pacybwoah's solution](#)

304.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Pacybwoah's solution](#)

305.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pacybwoah's solution](#)

306.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Pacybwoah's solution](#)

307.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Pacybwoah's solution](#)

308.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Pacybwoah's solution](#)

309.

2178F

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

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

[Pacybwoah's solution](#)

310.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Pacybwoah's solution](#)

311.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Pacybwoah's solution](#)

312.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

313.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Pacybwoah's solution](#)

314.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Pacybwoah's solution](#)

315.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Pacybwoah's solution](#)

316.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Pacybwoah's solution](#)

317.

2180E

[No Effect XOR](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

318.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Pacybwoah's solution](#)

319.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Pacybwoah's solution](#)

320.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Pacybwoah's solution](#)

321.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Pacybwoah's solution](#)

322.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Pacybwoah's solution](#)

323.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Pacybwoah's solution](#)

324.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Pacybwoah's solution](#)

325.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Pacybwoah's solution](#)

326.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Pacybwoah's solution](#)

327.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Pacybwoah's solution](#)

328.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Pacybwoah's solution](#)

329.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Pacybwoah's solution](#)

330.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Pacybwoah's solution](#)

331.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Pacybwoah's solution](#)

332.

1825D2

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

Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[Pacybwoah's solution](#)

333.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Pacybwoah's solution](#)

334.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Pacybwoah's solution](#)

335.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Pacybwoah's solution](#)

336.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Pacybwoah's solution](#)

337.

2096E

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

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

[Pacybwoah's solution](#)

338.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math, probabilities

[Pacybwoah's solution](#)

339.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Pacybwoah's solution](#)

340.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Pacybwoah's solution](#)

341.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Pacybwoah's solution](#)

342.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[Pacybwoah's solution](#)

343.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Pacybwoah's solution](#)

344.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Pacybwoah's solution](#)

345.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Pacybwoah's solution](#)

346.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Pacybwoah's solution](#)

347.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation

[Pacybwoah's solution](#)

348.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Pacybwoah's solution](#)

349.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Pacybwoah's solution](#)

350.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Pacybwoah's solution](#)

351.

2001E1

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

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

[Pacybwoah's solution](#)

352.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Pacybwoah's solution](#)

353.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Pacybwoah's solution](#)

354.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[Pacybwoah's solution](#)

355.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Pacybwoah's solution](#)

356.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[Pacybwoah's solution](#)

357.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Pacybwoah's solution](#)

358.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy,

interactive, math, number theory, trees

[Pacybwoah's solution](#)

359.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Pacybwoah's solution](#)

360.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Pacybwoah's solution](#)

361.

2159D1

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

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Pacybwoah's solution](#)

362.

2135D2

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

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

[Pacybwoah's solution](#)

363.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Pacybwoah's solution](#)

364.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[Pacybwoah's solution](#)

365.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Pacybwoah's solution](#)

366.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Pacybwoah's solution](#)

367.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Pacybwoah's solution](#)

368.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Pacybwoah's solution](#)

369.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[Pacybwoah's solution](#)

370.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings
[Pacybwoah's solution](#)

371.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[Pacybwoah's solution](#)

372.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[Pacybwoah's solution](#)

373.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[Pacybwoah's solution](#)

374.

2138D

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

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

375.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy
[Pacybwoah's solution](#)

376.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Pacybwoah's solution](#)

377.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[Pacybwoah's solution](#)

378.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Pacybwoah's solution](#)

379.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[Pacybwoah's solution](#)

380.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Pacybwoah's solution](#)

381.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs

[Pacybwoah's solution](#)

382.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Pacybwoah's solution](#)

383.

2178G

[deCH OR Dations](#) · [Tutorial](#)

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

[Pacybwoah's solution](#)

384.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Pacybwoah's solution](#)

385.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Pacybwoah's solution](#)

386.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Pacybwoah's solution](#)

387.

2053I1

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

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Pacybwoah's solution](#)

388.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Pacybwoah's solution](#)

389.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy
[Pacybwoah's solution](#)

390.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
[Pacybwoah's solution](#)

391.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[Pacybwoah's solution](#)

392.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory
[Pacybwoah's solution](#)

393.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[Pacybwoah's solution](#)

394.

2178H

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

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths
[Pacybwoah's solution](#)

395.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[Pacybwoah's solution](#)

396.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication
[Pacybwoah's solution](#)

397.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[Pacybwoah's solution](#)

398.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Pacybwoah's solution](#)

399.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Pacybwoah's solution](#)

400.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Pacybwoah's solution](#)

401.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[Pacybwoah's solution](#)

402.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Pacybwoah's solution](#)

403.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

404.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

405.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

406.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

407.

106178B

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

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

408.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

409.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

410.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

411.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

412.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

413.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

414.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

415.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

416.

103081K

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

417.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

418.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

419.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

420.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

421.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

422.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

423.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

424.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

425.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

426.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

427.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

428.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

429.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

430.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

431.

103328I

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

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

432.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

433.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

434.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pacybwoah's solution](#)

435.

105383F

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

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

436.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

437.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

438.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

439.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

440.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

441.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

442.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

443.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

444.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

445.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

446.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

447.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

448.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

449.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

450.

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

451.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

452.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pacybwoah's solution](#)

453.

2095C

[Would It Be Unrated? · Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[Pacybwoah's solution](#)

454.

2095E

[Pair Count · Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[Pacybwoah's solution](#)

455.

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[Pacybwoah's solution](#)

456.

2095G

[Definitely a Geometry Problem · Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Pacybwoah's solution](#)

457.

2095I

[Mysterious Script · Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, number theory

[Pacybwoah's solution](#)

458.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[Pacybwoah's solution](#)

459.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[Pacybwoah's solution](#)

460.

105570E

[Horse Racing In The Wilderness \(horse\) · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

461.

105570C

[Get Out Away \(getoutaway\) · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

462.

105570A

[Challenges in Bolivia \(challenges\) · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

463.

105570H

[The Taiko Problem \(taiko\) · Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

464.

101234G

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

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pacybwoah's solution](#)

465.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[Pacybwoah's solution](#)

466.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Pacybwoah's solution](#)

467.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, two pointers

[Pacybwoah's solution](#)

468.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

469.

104830G

[Lunch Time \(lunch\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

470.

104830F

[Level Design \(level\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

471.

104830E

[Nibbler Frieren \(frieren\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

472.

104830C

[Extra Sign-up Application \(course\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

473.

104830I

[Transportation Vouchers \(voucher\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

474.

104830B

[Bubble Tea \(bubbletea\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

475.

104097D

[\~v.,•Jb2 \(Game\)](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

476.

104097I

[\[P-AET-TTC\(SOS\)](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

477.

104097F

[LCA •Jb2 \(LCA\) Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

478.

103443D

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

479.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

480.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

481.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pacybwoah's solution](#)

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1812A

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491.

104097A

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492.

104097B

[fôR Trivial v. Lvi \(Quadrivial\)](#)

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