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Unique solved — Petroleumus

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

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

Filters: none

Count: 369

1.

2211A

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2.

2207A

[1-1](#) · [Tutorial](#)

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3.

2183A

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4.

2182B

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5.

2182A

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6.

2164A

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7.

2178A

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8.

2180B

[Ashmal](#) · [Tutorial](#)

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9.

2180A

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10.

2157A

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11.

2152A

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12.

2127A

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13.

2062A

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14.

2056A

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15.

2055A

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16.

2057A

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17.

2034A

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19.

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20.

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25.

1788A

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26.

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27.

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28.

1969A

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29.

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30.

1923A

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31.

1929B

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32.

1929A

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33.

1925A

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34.

1919B

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35.

1919A

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36.

1916A

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37.

1882A

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38.

1861A

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1856A

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40.

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43.

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44.

1809A

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46.

1804A

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47.

1793A

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48.

1778A

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49.

1780A

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50.

1783A

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51.

1768A

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52.

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53.

1747A

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54.

1729B

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1729A

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56.

1717A

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57.

1715A

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58.

1720B

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59.

1719B

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60.

1719A

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61.

1712B

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62.

1712A

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1713A

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64.

1716B

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65.

1716A

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66.

1714B

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67.

1714C

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68.

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69.

1702A

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70.

1699A

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71.

1698B

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72.

1698A

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73.

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74.

1690C

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75.

1690B

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76.

1690A

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77.

1678B1

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78.

1682A

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79.

1684B

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80.

1684A

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81.

1676A

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82.

1676B

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1672B

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84.

1672A

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85.

1634A

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86.

2178B

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87.

2157B

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88.

2062B

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89.

1992C

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90.

1875A

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91.

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92.

1828B

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93.

1818B

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94.

1806B

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95.

1768B

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96.

1779B

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97.

1771A

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98.

1747B

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99.

1726A

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1720A

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1714A

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103.

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104.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Petroleumus's solution](#)

105.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Petroleumus's solution](#)

106.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy,

implementation, two pointers

[Petroleumus's solution](#)

107.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Petroleumus's solution](#)

108.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Petroleumus's solution](#)

109.

2002B

[Removals Game](#) · [Tutorial](#)

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

[Petroleumus's solution](#)

110.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Petroleumus's solution](#)

111.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Petroleumus's solution](#)

112.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Petroleumus's solution](#)

113.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Petroleumus's solution](#)

114.

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

[Petroleumus's solution](#)

115.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Petroleumus's solution](#)

116.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Petroleumus's solution](#)

117.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Petroleumus's solution](#)

118.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Petroleumus's solution](#)

119.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,612 global accepts · Rating: 1000 · first AC: 2022-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Petroleumus's solution](#)

120.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[Petroleumus's solution](#)

121.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-10 · Python 3 (first AC) · Tags: greedy

[Petroleumus's solution](#)

122.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · Python 3 (first AC) · Tags: games, greedy

[Petroleumus's solution](#)

123.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,041 global accepts · Rating: 1000 · first AC: 2022-06-07 · PyPy 3-64 (first AC) · Tags: implementation, two pointers

[Petroleumus's solution](#)

124.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[Petroleumus's solution](#)

125.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · PyPy 3 (first AC) · Tags: constructive algorithms

[Petroleumus's solution](#)

126.

2211B

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

Quality: 11,642 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Petroleumus's solution](#)

127.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Petroleumus's solution](#)

128.

2004C

[Splitting Items](#) · [Tutorial](#)

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

[Petroleumus's solution](#)

129.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Petroleumus's solution](#)

130.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Petroleumus's solution](#)

131.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Petroleumus's solution](#)

132.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[Petroleumus's solution](#)

133.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Petroleumus's solution](#)

134.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,978 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Petroleumus's solution](#)

135.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,321 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Petroleumus's solution](#)

136.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[Petroleumus's solution](#)

137.

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Petroleumus's solution](#)

138.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Petroleumus's solution](#)

139.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2022-08-13 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Petroleumus's solution](#)

140.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-11 · Python 3 (first AC) · Tags: data structures, greedy

[Petroleumus's solution](#)

141.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Petroleumus's solution](#)

142.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-10 · Python 3 (first AC) · Tags: binary search, greedy, sortings

[Petroleumus's solution](#)

143.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Petroleumus's solution](#)

144.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Petroleumus's solution](#)

145.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Petroleumus's solution](#)

146.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Petroleumus's solution](#)

147.

2174A

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

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Petroleumus's solution](#)

148.

2135A

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

Quality: 18,352 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Petroleumus's solution](#)

149.

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Petroleumus's solution](#)

150.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Petroleumus's solution](#)

151.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Petroleumus's solution](#)

152.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Petroleumus's solution](#)

153.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Petroleumus's solution](#)

154.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Petroleumus's solution](#)

155.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Petroleumus's solution](#)

156.

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

[Petroleumus's solution](#)

157.

1875B

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

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

[Petroleumus's solution](#)

158.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,109 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Petroleumus's solution](#)

159.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[Petroleumus's solution](#)

160.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,756 global accepts · Rating: 1200 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[Petroleumus's solution](#)

161.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Petroleumus's solution](#)

162.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math

[Petroleumus's solution](#)

163.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,798 global accepts · Rating: 1200 · first AC: 2022-08-01 · last AC: 2022-08-01 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Petroleumus's solution](#)

164.

2211C1

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

Quality: 9,117 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Petroleumus's solution](#)

165.

2201A1

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

Quality: 11,058 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Petroleumus's solution](#)

166.

2152B

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

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Petroleumus's solution](#)

167.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Petroleumus's solution](#)

168.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Petroleumus's solution](#)

169.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Petroleumus's solution](#)

170.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Petroleumus's solution](#)

171.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Petroleumus's solution](#)

172.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Petroleumus's solution](#)

173.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Petroleumus's solution](#)

174.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Petroleumus's solution](#)

175.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Petroleumus's solution](#)

176.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Petroleumus's solution](#)

177.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[Petroleumus's solution](#)

178.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · Python 3 (first AC) · Tags: greedy
[Petroleumus's solution](#)

179.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures
[Petroleumus's solution](#)

180.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-29 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation,

sortings, two pointers

[Petroleumus's solution](#)

181.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Petroleumus's solution](#)

182.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,257 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Petroleumus's solution](#)

183.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Petroleumus's solution](#)

184.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Petroleumus's solution](#)

185.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[Petroleumus's solution](#)

186.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Petroleumus's solution](#)

187.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Petroleumus's solution](#)

188.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[Petroleumus's solution](#)

189.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Petroleumus's solution](#)

190.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Petroleumus's solution](#)

191.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Petroleumus's solution](#)

192.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Petroleumus's solution](#)

193.

1919C

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

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Petroleumus's solution](#)

194.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Petroleumus's solution](#)

195.

1825C

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

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

[Petroleumus's solution](#)

196.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,336 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Petroleumus's solution](#)

197.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Petroleumus's solution](#)

198.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Petroleumus's solution](#)

199.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Petroleumus's solution](#)

200.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Petroleumus's solution](#)

201.

2057C

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

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

[Petroleumus's solution](#)

202.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Petroleumus's solution](#)

203.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Petroleumus's solution](#)

204.

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Petroleumus's solution](#)

205.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Petroleumus's solution](#)

206.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Petroleumus's solution](#)

207.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Petroleumus's solution](#)

208.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Petroleumus's solution](#)

209.

2207B

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

Quality: 5,815 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Petroleumus's solution](#)

210.

2207C

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

Quality: 5,450 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

dp, math

[Petroleumus's solution](#)

211.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Petroleumus's solution](#)

212.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Petroleumus's solution](#)

213.

2157D

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

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Petroleumus's solution](#)

214.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Petroleumus's solution](#)

215.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Petroleumus's solution](#)

216.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Petroleumus's solution](#)

217.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Petroleumus's solution](#)

218.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Petroleumus's solution](#)

219.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Petroleumus's solution](#)

220.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, dp

[Petroleumus's solution](#)

221.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,126 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Petroleumus's solution](#)

222.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Petroleumus's solution](#)

223.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Petroleumus's solution](#)

224.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Petroleumus's solution](#)

225.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs

[Petroleumus's solution](#)

226.

1698D

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

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2022-06-28 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[Petroleumus's solution](#)

227.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-06-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, two pointers

[Petroleumus's solution](#)

228.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Petroleumus's solution](#)

229.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-14 · Python 3 (first AC) · Tags: brute force, greedy

[Petroleumus's solution](#)

230.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-06-04 · last AC: 2022-06-04 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[Petroleumus's solution](#)

231.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-05-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[Petroleumus's solution](#)

232.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-05-29 · PyPy 3-64 (first AC) · Tags: binary search, greedy
[Petroleumus's solution](#)

233.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers
[Petroleumus's solution](#)

234.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-04-18 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, sortings
[Petroleumus's solution](#)

235.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-04-15 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy, math
[Petroleumus's solution](#)

236.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Petroleumus's solution](#)

237.

2201B

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

Quality: 4,958 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Petroleumus's solution](#)

238.

2201A2

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

Quality: 5,090 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[Petroleumus's solution](#)

239.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Petroleumus's solution](#)

240.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[Petroleumus's solution](#)

241.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

interactive, math

[Petroleumus's solution](#)

242.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Petroleumus's solution](#)

243.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Petroleumus's solution](#)

244.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Petroleumus's solution](#)

245.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Petroleumus's solution](#)

246.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Petroleumus's solution](#)

247.

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

[Petroleumus's solution](#)

248.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Petroleumus's solution](#)

249.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Petroleumus's solution](#)

250.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Petroleumus's solution](#)

251.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Petroleumus's solution](#)

252.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,501 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Petroleumus's solution](#)

253.

1779D

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

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

[Petroleumus's solution](#)

254.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Petroleumus's solution](#)

255.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: games

[Petroleumus's solution](#)

256.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Petroleumus's solution](#)

257.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-07-11 · Python 3 (first AC) · Tags: data structures, dp, greedy, math

[Petroleumus's solution](#)

258.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · last AC: 2022-07-04 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math

[Petroleumus's solution](#)

259.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-06-24 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Petroleumus's solution](#)

260.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,165 global accepts · Rating: 1700 · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[Petroleumus's solution](#)

261.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · Python 3 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Petroleumus's solution](#)

262.

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-13 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings

[Petroleumus's solution](#)

263.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-08 · PyPy 3-64 (first AC) · Tags: graphs, math, number theory, strings

[Petroleumus's solution](#)

264.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-06-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Petroleumus's solution](#)

265.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-06-01 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[Petroleumus's solution](#)

266.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-26 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Petroleumus's solution](#)

267.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-23 · PyPy 3 (first AC) · Tags: brute force, implementation, math, strings

[Petroleumus's solution](#)

268.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-19 · PyPy 3 (first AC) · Tags: binary search, greedy, math

[Petroleumus's solution](#)

269.

2211C2

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

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Petroleumus's solution](#)

270.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Petroleumus's solution](#)

271.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Petroleumus's solution](#)

272.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Petroleumus's solution](#)

273.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities

[Petroleumus's solution](#)

274.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Petroleumus's solution](#)

275.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Petroleumus's solution](#)

276.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Petroleumus's solution](#)

277.

2006B

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

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

[Petroleumus's solution](#)

278.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Petroleumus's solution](#)

279.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Petroleumus's solution](#)

280.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Petroleumus's solution](#)

281.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Petroleumus's solution](#)

282.

1825D1

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

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

[Petroleumus's solution](#)

283.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Petroleumus's solution](#)

284.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Petroleumus's solution](#)

285.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Petroleumus's solution](#)

286.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · Python 3 (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Petroleumus's solution](#)

287.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2022-07-11 · last AC: 2022-07-11 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math

[Petroleumus's solution](#)

288.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-06-14 · Python 3 (first AC) · Tags: data structures, greedy, implementation

[Petroleumus's solution](#)

289.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-06-04 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Petroleumus's solution](#)

290.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[Petroleumus's solution](#)

291.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Petroleumus's solution](#)

292.

2180C

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

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Petroleumus's solution](#)

293.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Petroleumus's solution](#)

294.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Petroleumus's solution](#)

295.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Petroleumus's solution](#)

296.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Petroleumus's solution](#)

297.

2002D1

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

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

[Petroleumus's solution](#)

298.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Petroleumus's solution](#)

299.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Petroleumus's solution](#)

300.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Petroleumus's solution](#)

301.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Petroleumus's solution](#)

302.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Petroleumus's solution](#)

303.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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304.

437D

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Quality: 3,667 global accepts · Rating: 1900 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dsu, sortings

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305.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Petroleumus's solution](#)

306.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-03 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Petroleumus's solution](#)

307.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Petroleumus's solution](#)

308.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-23 · Python 3 (first AC) · Tags: data structures, dp, geometry, shortest paths

[Petroleumus's solution](#)

309.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-21 · Python 3 (first AC) · Tags: binary search, dp, greedy, math

[Petroleumus's solution](#)

310.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[Petroleumus's solution](#)

311.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Petroleumus's solution](#)

312.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[Petroleumus's solution](#)

313.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Petroleumus's solution](#)

314.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Petroleumus's solution](#)

315.

2135C

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

Quality: 3,899 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

[Petroleumus's solution](#)

316.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Petroleumus's solution](#)

317.

2057D

[Gifts Order](#) · [Tutorial](#)

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

[Petroleumus's solution](#)

318.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Petroleumus's solution](#)

319.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Petroleumus's solution](#)

320.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Petroleumus's solution](#)

321.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Petroleumus's solution](#)

322.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Petroleumus's solution](#)

323.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Petroleumus's solution](#)

324.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Petroleumus's solution](#)

325.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Petroleumus's solution](#)

326.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Petroleumus's solution](#)

327.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-08 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Petroleumus's solution](#)

328.

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Petroleumus's solution](#)

329.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Petroleumus's solution](#)

330.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Petroleumus's solution](#)

331.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Petroleumus's solution](#)

332.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Petroleumus's solution](#)

333.

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Petroleumus's solution](#)

334.

2004E

[Not a Nim Problem · Tutorial](#)

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

[Petroleumus's solution](#)

335.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Petroleumus's solution](#)

336.

1856D

[More Wrong · Tutorial](#)

Quality: 3,790 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Petroleumus's solution](#)

337.

762C

[Two strings · Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[Petroleumus's solution](#)

338.

2215C

[Oriented Journey · Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Petroleumus's solution](#)

339.

2207D

[Boxed Like a Fish · Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Petroleumus's solution](#)

340.

2178F

[Conquer or of Forest · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Petroleumus's solution](#)

341.

2056D

[Unique Median · Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Petroleumus's solution](#)

342.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Petroleumus's solution](#)

343.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Petroleumus's solution](#)

344.

2180E

[No Effect XOR](#) · [Tutorial](#)

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

[Petroleumus's solution](#)

345.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Petroleumus's solution](#)

346.

2006C

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

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

[Petroleumus's solution](#)

347.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Petroleumus's solution](#)

348.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Petroleumus's solution](#)

349.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Petroleumus's solution](#)

350.

2174C1

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

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

[Petroleumus's solution](#)

351.

2066D1

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

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Petroleumus's solution](#)

352.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Petroleumus's solution](#)

353.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Petroleumus's solution](#)

354.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Petroleumus's solution](#)

355.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Petroleumus's solution](#)

356.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Petroleumus's solution](#)

357.

2174C2

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

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

[Petroleumus's solution](#)

358.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Petroleumus's solution](#)

359.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Petroleumus's solution](#)

360.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Petroleumus's solution](#)

361.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Petroleumus's solution](#)

362.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Petroleumus's solution](#)

363.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · last AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Petroleumus's solution](#)

364.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Petroleumus's solution](#)

365.

105424C

[A;CäE;5 D BC 2C#8](#)

Rating: — · first AC: 2024-10-22 · Python 3 (first AC) · Tags: —

[Petroleumus's solution](#)

366.

105424B

[B450;ä;CD;Dò 8CÔBD >C\\$5D BCä2](#)

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

[Petroleumus's solution](#)

367.

105424F

[AÔ00;10ä;DÄHC;9 CÔ0C;1Cä;DÄHC;9 Cä1D"8C' 4CT;C;BCT;DÄ](#)

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

[Petroleumus's solution](#)

368.

105424I

[Snakes&Snakes](#) · [Tutorial](#)

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

[Petroleumus's solution](#)

369.

105424A

[B 5D 56D8CÔ0 C;3D K](#)

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

[Petroleumus's solution](#)