

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — Pompeii

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

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

Filters: none

Count: 356

1.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Pompeii's solution](#)

2.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Pompeii's solution](#)

3.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Pompeii's solution](#)

4.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Pompeii's solution](#)

5.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pompeii's solution](#)

6.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pompeii's solution](#)

7.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Pompeii's solution](#)

8.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Pompeii's solution](#)

9.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Pompeii's solution](#)

10.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Pompeii's solution](#)

11.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Pompeii's solution](#)

12.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Pompeii's solution](#)

13.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Pompeii's solution](#)

14.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Pompeii's solution](#)

15.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Pompeii's solution](#)

16.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pompeii's solution](#)

17.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pompeii's solution](#)

18.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pompeii's solution](#)

19.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pompeii's solution](#)

20.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pompeii's solution](#)

21.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pompeii's solution](#)

22.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,010 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pompeii's solution](#)

23.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Pompeii's solution](#)

24.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Pompeii's solution](#)

25.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pompeii's solution](#)

26.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · last AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pompeii's solution](#)

27.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Pompeii's solution](#)

28.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Pompeii's solution](#)

29.

2062B

[Clockwork](#) · [Tutorial](#)

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

[Pompeii's solution](#)

30.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pompeii's solution](#)

31.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pompeii's solution](#)

32.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pompeii's solution](#)

33.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Pompeii's solution](#)

34.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pompeii's solution](#)

35.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Pompeii's solution](#)

36.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Pompeii's solution](#)

37.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Pompeii's solution](#)

38.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Pompeii's solution](#)

39.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Pompeii's solution](#)

40.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Pompeii's solution](#)

41.

1784A

[Monsters \(easy version\)](#) · [Tutorial](#)

Quality: 17,137 global accepts · Rating: 1000 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pompeii's solution](#)

42.

1786C

[Monsters \(easy version\) · Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pompeii's solution](#)

43.

1770B

[Koxia and Permutation · Tutorial](#)

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pompeii's solution](#)

44.

1770A

[Koxia and Whiteboards · Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pompeii's solution](#)

45.

1732A

[Bestie · Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Pompeii's solution](#)

46.

1051B

[Relatively Prime Pairs · Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Pompeii's solution](#)

47.

2084B

[MIN = GCD · Tutorial](#)

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

[Pompeii's solution](#)

48.

1942B

[Bessie and MEX · Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Pompeii's solution](#)

49.

1902B

[Getting Points · Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[Pompeii's solution](#)

50.

1884B

[Haunted House · Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Pompeii's solution](#)

51.

1842B

[Tenzing and Books · Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Pompeii's solution](#)

52.

1800C2

[Powering the Hero \(hard version\) · Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Pompeii's solution](#)

53.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pompeii's solution](#)

54.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Pompeii's solution](#)

55.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Pompeii's solution](#)

56.

2062C

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

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

[Pompeii's solution](#)

57.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Pompeii's solution](#)

58.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Pompeii's solution](#)

59.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Pompeii's solution](#)

60.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Pompeii's solution](#)

61.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[Pompeii's solution](#)

62.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, two pointers

[Pompeii's solution](#)

63.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Pompeii's solution](#)

64.

2124C

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

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

[Pompeii's solution](#)

65.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Pompeii's solution](#)

66.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Pompeii's solution](#)

67.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pompeii's solution](#)

68.

1776H

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

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

[Pompeii's solution](#)

69.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Pompeii's solution](#)

70.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Pompeii's solution](#)

71.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · last AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pompeii's solution](#)

72.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Pompeii's solution](#)

73.

2084C

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

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

[Pompeii's solution](#)

74.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Pompeii's solution](#)

75.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Pompeii's solution](#)

76.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Pompeii's solution](#)

77.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pompeii's solution](#)

78.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Pompeii's solution](#)

79.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Pompeii's solution](#)

80.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pompeii's solution](#)

81.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Pompeii's solution](#)

82.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[Pompeii's solution](#)

83.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Pompeii's solution](#)

84.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Pompeii's solution](#)

85.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-05 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Pompeii's solution](#)

86.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Pompeii's solution](#)

87.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Pompeii's solution](#)

88.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2021-09-23 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pompeii's solution](#)

89.

2084D

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

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

[Pompeii's solution](#)

90.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Pompeii's solution](#)

91.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Pompeii's solution](#)

92.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Pompeii's solution](#)

93.

2124D

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

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

[Pompeii's solution](#)

94.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Pompeii's solution](#)

95.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Pompeii's solution](#)

96.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Pompeii's solution](#)

97.

1776F

[Train Splitting](#) · [Tutorial](#)

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

[Pompeii's solution](#)

98.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Pompeii's solution](#)

99.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Pompeii's solution](#)

100.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Pompeii's solution](#)

101.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Pompeii's solution](#)

102.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pompeii's solution](#)

103.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Pompeii's solution](#)

104.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Pompeii's solution](#)

105.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Pompeii's solution](#)

106.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,472 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Pompeii's solution](#)

107.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Pompeii's solution](#)

108.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Pompeii's solution](#)

109.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Pompeii's solution](#)

110.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Pompeii's solution](#)

111.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Pompeii's solution](#)

112.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Pompeii's solution](#)

113.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Pompeii's solution](#)

114.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[Pompeii's solution](#)

115.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Pompeii's solution](#)

116.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Pompeii's solution](#)

117.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Pompeii's solution](#)

118.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Pompeii's solution](#)

119.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-03-29 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Pompeii's solution](#)

120.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-05 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Pompeii's solution](#)

121.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pompeii's solution](#)

122.

1786D

[Letter Exchange](#) · [Tutorial](#)

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

[Pompeii's solution](#)

123.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[Pompeii's solution](#)

124.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Pompeii's solution](#)

125.

2062E1

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

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

[Pompeii's solution](#)

126.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pompeii's solution](#)

127.

1770D

[Koxia and Game](#) · [Tutorial](#)

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

[Pompeii's solution](#)

128.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Pompeii's solution](#)

129.

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Pompeii's solution](#)

130.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pompeii's solution](#)

131.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Pompeii's solution](#)

132.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pompeii's solution](#)

133.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Pompeii's solution](#)

134.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Pompeii's solution](#)

135.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Pompeii's solution](#)

136.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Pompeii's solution](#)

137.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Pompeii's solution](#)

138.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pompeii's solution](#)

139.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Pompeii's solution](#)

140.

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings

[Pompeii's solution](#)

141.

1732C2

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

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

[Pompeii's solution](#)

142.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Pompeii's solution](#)

143.

2209E

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

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Pompeii's solution](#)

144.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Pompeii's solution](#)

145.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Pompeii's solution](#)

146.

2062D

[Balanced Tree](#) · [Tutorial](#)

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

[Pompeii's solution](#)

147.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Pompeii's solution](#)

148.

1784C

[Monsters \(hard version\)](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Pompeii's solution](#)

149.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Pompeii's solution](#)

150.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Pompeii's solution](#)

151.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[Pompeii's solution](#)

152.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Pompeii's solution](#)

153.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Pompeii's solution](#)

154.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-05 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Pompeii's solution](#)

155.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Pompeii's solution](#)

156.

505D

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

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Pompeii's solution](#)

157.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Pompeii's solution](#)

158.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Pompeii's solution](#)

159.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2026-02-16 · last AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Pompeii's solution](#)

160.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Pompeii's solution](#)

161.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Pompeii's solution](#)

162.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Pompeii's solution](#)

163.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Pompeii's solution](#)

164.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Pompeii's solution](#)

165.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Pompeii's solution](#)

166.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Pompeii's solution](#)

167.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[Pompeii's solution](#)

168.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Pompeii's solution](#)

169.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Pompeii's solution](#)

170.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Pompeii's solution](#)

171.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Pompeii's solution](#)

172.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Pompeii's solution](#)

173.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Pompeii's solution](#)

174.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Pompeii's solution](#)

175.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Pompeii's solution](#)

176.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Pompeii's solution](#)

177.

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Pompeii's solution](#)

178.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Pompeii's solution](#)

179.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Pompeii's solution](#)

180.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, ternary search

[Pompeii's solution](#)

181.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Pompeii's solution](#)

182.

2084E

[Blossom](#) · [Tutorial](#)

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

[Pompeii's solution](#)

183.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Pompeii's solution](#)

184.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Pompeii's solution](#)

185.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Pompeii's solution](#)

186.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Pompeii's solution](#)

187.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Pompeii's solution](#)

188.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Pompeii's solution](#)

189.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Pompeii's solution](#)

190.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Pompeii's solution](#)

191.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Pompeii's solution](#)

192.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Pompeii's solution](#)

193.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Pompeii's solution](#)

194.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Pompeii's solution](#)

195.

1777F

[Comfortably Numb · Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Pompeii's solution](#)

196.

1051F

[The Shortest Statement · Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Pompeii's solution](#)

197.

886E

[Maximum Element · Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Pompeii's solution](#)

198.

1485F

[Copy or Prefix Sum · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Pompeii's solution](#)

199.

246E

[Blood Cousins Return · Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Pompeii's solution](#)

200.

375D

[Tree and Queries · Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Pompeii's solution](#)

201.

444C

[DZY Loves Colors · Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Pompeii's solution](#)

202.

1055E

[Segments on the Line · Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Pompeii's solution](#)

203.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Pompeii's solution](#)

204.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Pompeii's solution](#)

205.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[Pompeii's solution](#)

206.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Pompeii's solution](#)

207.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Pompeii's solution](#)

208.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Pompeii's solution](#)

209.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Pompeii's solution](#)

210.

2084G1

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

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

[Pompeii's solution](#)

211.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Pompeii's solution](#)

212.

568C

[New Language](#) · [Tutorial](#)

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

[Pompeii's solution](#)

213.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Pompeii's solution](#)

214.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Pompeii's solution](#)

215.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[Pompeii's solution](#)

216.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[Pompeii's solution](#)

217.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Pompeii's solution](#)

218.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Pompeii's solution](#)

219.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Pompeii's solution](#)

220.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[Pompeii's solution](#)

221.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[Pompeii's solution](#)

222.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-16 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Pompeii's solution](#)

223.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing, implementation

[Pompeii's solution](#)

224.

372D

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

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Pompeii's solution](#)

225.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Pompeii's solution](#)

226.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Pompeii's solution](#)

227.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Pompeii's solution](#)

228.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Pompeii's solution](#)

229.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Pompeii's solution](#)

230.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Pompeii's solution](#)

231.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Pompeii's solution](#)

232.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Pompeii's solution](#)

233.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Pompeii's solution](#)

234.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Pompeii's solution](#)

235.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Pompeii's solution](#)

236.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Pompeii's solution](#)

237.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Pompeii's solution](#)

238.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Pompeii's solution](#)

239.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Pompeii's solution](#)

240.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[Pompeii's solution](#)

241.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Pompeii's solution](#)

242.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Pompeii's solution](#)

243.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2023-10-08 · last AC: 2025-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Pompeii's solution](#)

244.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Pompeii's solution](#)

245.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Pompeii's solution](#)

246.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Pompeii's solution](#)

247.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Pompeii's solution](#)

248.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[Pompeii's solution](#)

249.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Pompeii's solution](#)

250.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Pompeii's solution](#)

251.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[Pompeii's solution](#)

252.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Pompeii's solution](#)

253.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Pompeii's solution](#)

254.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[Pompeii's solution](#)

255.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[Pompeii's solution](#)

256.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Pompeii's solution](#)

257.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities
[Pompeii's solution](#)

258.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp
[Pompeii's solution](#)

259.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[Pompeii's solution](#)

260.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees
[Pompeii's solution](#)

261.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[Pompeii's solution](#)

262.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy
[Pompeii's solution](#)

263.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math
[Pompeii's solution](#)

264.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, expression parsing
[Pompeii's solution](#)

265.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-01-24 · last AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Pompeii's solution](#)

266.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Pompeii's solution](#)

267.

156E

[Mrs. Hudson's Pancakes](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3000 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Pompeii's solution](#)

268.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees

[Pompeii's solution](#)

269.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Pompeii's solution](#)

270.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Pompeii's solution](#)

271.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Pompeii's solution](#)

272.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Pompeii's solution](#)

273.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Pompeii's solution](#)

274.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Pompeii's solution](#)

275.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[Pompeii's solution](#)

276.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Pompeii's solution](#)

277.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities

[Pompeii's solution](#)

278.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Pompeii's solution](#)

279.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Pompeii's solution](#)

280.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[Pompeii's solution](#)

281.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Pompeii's solution](#)

282.

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[Pompeii's solution](#)

283.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities

[Pompeii's solution](#)

284.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Pompeii's solution](#)

285.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[Pompeii's solution](#)

286.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[Pompeii's solution](#)

287.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Pompeii's solution](#)

288.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Pompeii's solution](#)

289.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Pompeii's solution](#)

290.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Pompeii's solution](#)

291.

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

292.

105486C

[Chinese Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

293.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

294.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

295.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

296.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

297.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

298.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

299.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

300.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

301.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

302.

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pompeii's solution](#)

303.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

304.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

305.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

306.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pompeii's solution](#)

307.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

308.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

309.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

310.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

311.

104128I

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

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

312.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

313.

104369G

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

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

314.

104369M

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

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

315.

104369L

[Classic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

316.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

317.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

318.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pompeii's solution](#)

319.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pompeii's solution](#)

320.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

321.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pompeii's solution](#)

322.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

323.

104369A

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

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

324.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

325.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pompeii's solution](#)

326.

104901L

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

327.

104901C

[Turn on the Light 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

328.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

329.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

330.

104901E

[I Just Want... One More... · Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

331.

104901M

[Almost Convex · Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

332.

104901K

[Rainbow Subarray · Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

333.

104901G

[Gifts from Knowledge · Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

334.

104901A

[Many Many Heads · Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

335.

104901I

[Strange Sorting · Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

336.

104901D

[Largest Digit · Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pompeii's solution](#)

337.

105182F

[One Stop to the End · Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

338.

105182J

[2-Clustering Algorithm · Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

339.

105182B

[Card Game · Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

340.

105182E

[Maximal Substring Flipping · Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

341.

105182H

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

342.

105182C

[Add](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

343.

105182I

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

344.

105182D

[Black and White Bead String](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

345.

105182K

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

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

346.

105139C

[Lili Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pompeii's solution](#)

347.

104724B

[game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pompeii's solution](#)

348.

104724A

[lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pompeii's solution](#)

349.

104724D

[tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pompeii's solution](#)

350.

104724C

[struct](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pompeii's solution](#)

351.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-05 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Pompeii's solution](#)

352.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-05 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[Pompeii's solution](#)

353.

104172K

[Maximum GCD · Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pompeii's solution](#)

354.

104172I

[Range Closest Pair of Points Query · Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Pompeii's solution](#)

355.

104008K

[Barrel Theory · Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Pompeii's solution](#)

356.

103729J

[Palindrome Reversion · Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Pompeii's solution](#)