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2057B

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

Quality: 23,276 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Portulaca's solution](#)

102.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Portulaca's solution](#)

103.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Portulaca's solution](#)

104.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[Portulaca's solution](#)

105.

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Portulaca's solution](#)

106.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Portulaca's solution](#)

107.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

108.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Portulaca's solution](#)

109.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Portulaca's solution](#)

110.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Portulaca's solution](#)

111.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Portulaca's solution](#)

112.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Portulaca's solution](#)

113.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Portulaca's solution](#)

114.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Portulaca's solution](#)

115.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Portulaca's solution](#)

116.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: greedy, math
[Portulaca's solution](#)

117.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: greedy, math
[Portulaca's solution](#)

118.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[Portulaca's solution](#)

119.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[Portulaca's solution](#)

120.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
[Portulaca's solution](#)

121.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Portulaca's solution](#)

122.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Portulaca's solution](#)

123.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Portulaca's solution](#)

124.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[Portulaca's solution](#)

125.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Portulaca's solution](#)

126.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[Portulaca's solution](#)

127.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1100 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

128.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Portulaca's solution](#)

129.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Portulaca's solution](#)

130.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,896 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Portulaca's solution](#)

131.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Portulaca's solution](#)

132.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Portulaca's solution](#)

133.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[Portulaca's solution](#)

134.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Portulaca's solution](#)

135.

2053B

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

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

[Portulaca's solution](#)

136.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Portulaca's solution](#)

137.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Portulaca's solution](#)

138.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Portulaca's solution](#)

139.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Portulaca's solution](#)

140.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Portulaca's solution](#)

141.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Portulaca's solution](#)

142.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Portulaca's solution](#)

143.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Portulaca's solution](#)

144.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Portulaca's solution](#)

145.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,340 global accepts · Rating: 1200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[Portulaca's solution](#)

146.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, math

[Portulaca's solution](#)

147.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: interactive, math

[Portulaca's solution](#)

148.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Portulaca's solution](#)

149.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Portulaca's solution](#)

150.

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

[Portulaca's solution](#)

151.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Portulaca's solution](#)

152.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Portulaca's solution](#)

153.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Portulaca's solution](#)

154.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Portulaca's solution](#)

155.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Portulaca's solution](#)

156.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Portulaca's solution](#)

157.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Portulaca's solution](#)

158.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Portulaca's solution](#)

159.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Portulaca's solution](#)

160.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Portulaca's solution](#)

161.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Portulaca's solution](#)

162.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[Portulaca's solution](#)

163.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Portulaca's solution](#)

164.

1887A1

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

Rating: 1400 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Portulaca's solution](#)

165.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Portulaca's solution](#)

166.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Portulaca's solution](#)

167.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Portulaca's solution](#)

168.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Portulaca's solution](#)

169.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Portulaca's solution](#)

170.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Portulaca's solution](#)

171.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Portulaca's solution](#)

172.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Portulaca's solution](#)

173.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Portulaca's solution](#)

174.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Portulaca's solution](#)

175.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Portulaca's solution](#)

176.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Portulaca's solution](#)

177.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Portulaca's solution](#)

178.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Portulaca's solution](#)

179.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Portulaca's solution](#)

180.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Portulaca's solution](#)

181.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · last AC: 2021-06-04 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Portulaca's solution](#)

182.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Portulaca's solution](#)

183.

2057C

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

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

[Portulaca's solution](#)

184.

2053C

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

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

[Portulaca's solution](#)

185.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[Portulaca's solution](#)

186.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Portulaca's solution](#)

187.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Portulaca's solution](#)

188.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, sortings

[Portulaca's solution](#)

189.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Portulaca's solution](#)

190.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Portulaca's solution](#)

191.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · last AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Portulaca's solution](#)

192.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

193.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Portulaca's solution](#)

194.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Portulaca's solution](#)

195.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Portulaca's solution](#)

196.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: math, number theory

[Portulaca's solution](#)

197.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[Portulaca's solution](#)

198.

1546C

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

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

[Portulaca's solution](#)

199.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory

[Portulaca's solution](#)

200.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Portulaca's solution](#)

201.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[Portulaca's solution](#)

202.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2021-03-13 · last AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[Portulaca's solution](#)

203.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Portulaca's solution](#)

204.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Portulaca's solution](#)

205.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Portulaca's solution](#)

206.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Portulaca's solution](#)

207.

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Portulaca's solution](#)

208.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Portulaca's solution](#)

209.

1698D

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

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-06-28 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Portulaca's solution](#)

210.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Portulaca's solution](#)

211.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Portulaca's solution](#)

212.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Portulaca's solution](#)

213.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Portulaca's solution](#)

214.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Portulaca's solution](#)

215.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Portulaca's solution](#)

216.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Portulaca's solution](#)

217.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Portulaca's solution](#)

218.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Portulaca's solution](#)

219.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Portulaca's solution](#)

220.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory

[Portulaca's solution](#)

221.

1526C2

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

Quality: 29,736 global accepts · Rating: 1600 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[Portulaca's solution](#)

222.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: *special, implementation, number theory

[Portulaca's solution](#)

223.

2053D

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

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

[Portulaca's solution](#)

224.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Portulaca's solution](#)

225.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Portulaca's solution](#)

226.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Portulaca's solution](#)

227.

1984C2

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

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

[Portulaca's solution](#)

228.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Portulaca's solution](#)

229.

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

[Portulaca's solution](#)

230.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu

[Portulaca's solution](#)

231.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Portulaca's solution](#)

232.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Portulaca's solution](#)

233.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Portulaca's solution](#)

234.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Portulaca's solution](#)

235.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Portulaca's solution](#)

236.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Portulaca's solution](#)

237.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[Portulaca's solution](#)

238.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Portulaca's solution](#)

239.

578A

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

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

[Portulaca's solution](#)

240.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Portulaca's solution](#)

241.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Portulaca's solution](#)

242.

1626C

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

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Portulaca's solution](#)

243.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

244.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Portulaca's solution](#)

245.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Portulaca's solution](#)

246.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Portulaca's solution](#)

247.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Portulaca's solution](#)

248.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Portulaca's solution](#)

249.

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Portulaca's solution](#)

250.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

251.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Portulaca's solution](#)

252.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Portulaca's solution](#)

253.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: dp

[Portulaca's solution](#)

254.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-08-06 · last AC: 2021-08-06 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[Portulaca's solution](#)

255.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[Portulaca's solution](#)

256.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Portulaca's solution](#)

257.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: games, math, number theory

[Portulaca's solution](#)

258.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Portulaca's solution](#)

259.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Portulaca's solution](#)

260.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Portulaca's solution](#)

261.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Portulaca's solution](#)

262.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[Portulaca's solution](#)

263.

1852B

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

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

[Portulaca's solution](#)

264.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Portulaca's solution](#)

265.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Portulaca's solution](#)

266.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Portulaca's solution](#)

267.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Portulaca's solution](#)

268.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Portulaca's solution](#)

269.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Portulaca's solution](#)

270.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Portulaca's solution](#)

271.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Portulaca's solution](#)

272.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Portulaca's solution](#)

273.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Portulaca's solution](#)

274.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Portulaca's solution](#)

275.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Portulaca's solution](#)

276.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Portulaca's solution](#)

277.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Portulaca's solution](#)

278.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Portulaca's solution](#)

279.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Portulaca's solution](#)

280.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Portulaca's solution](#)

281.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Portulaca's solution](#)

282.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Portulaca's solution](#)

283.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Portulaca's solution](#)

284.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Portulaca's solution](#)

285.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Portulaca's solution](#)

286.

220B

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

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Portulaca's solution](#)

287.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

two pointers

[Portulaca's solution](#)

288.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Portulaca's solution](#)

289.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Portulaca's solution](#)

290.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Portulaca's solution](#)

291.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Portulaca's solution](#)

292.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Portulaca's solution](#)

293.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Portulaca's solution](#)

294.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Portulaca's solution](#)

295.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Portulaca's solution](#)

296.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Portulaca's solution](#)

297.

294C

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

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[Portulaca's solution](#)

298.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[Portulaca's solution](#)

299.

1887A2

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

Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Portulaca's solution](#)

300.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

301.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Portulaca's solution](#)

302.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Portulaca's solution](#)

303.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[Portulaca's solution](#)

304.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Portulaca's solution](#)

305.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, trees

[Portulaca's solution](#)

306.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Portulaca's solution](#)

307.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Portulaca's solution](#)

308.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

309.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Portulaca's solution](#)

310.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Portulaca's solution](#)

311.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Portulaca's solution](#)

312.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Portulaca's solution](#)

313.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Portulaca's solution](#)

314.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[Portulaca's solution](#)

315.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Portulaca's solution](#)

316.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[Portulaca's solution](#)

317.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Portulaca's solution](#)

318.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Portulaca's solution](#)

319.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Portulaca's solution](#)

320.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Portulaca's solution](#)

321.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[Portulaca's solution](#)

322.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Portulaca's solution](#)

323.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Portulaca's solution](#)

324.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Portulaca's solution](#)

325.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Portulaca's solution](#)

326.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Portulaca's solution](#)

327.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Portulaca's solution](#)

328.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Portulaca's solution](#)

329.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Portulaca's solution](#)

330.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[Portulaca's solution](#)

331.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Portulaca's solution](#)

332.

2057D

[Gifts Order](#) · [Tutorial](#)

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

[Portulaca's solution](#)

333.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Portulaca's solution](#)

334.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Portulaca's solution](#)

335.

1984D

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

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

[Portulaca's solution](#)

336.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Portulaca's solution](#)

337.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Portulaca's solution](#)

338.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings
[Portulaca's solution](#)

339.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-09-13 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Portulaca's solution](#)

340.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-25 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Portulaca's solution](#)

341.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Portulaca's solution](#)

342.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[Portulaca's solution](#)

343.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Portulaca's solution](#)

344.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Portulaca's solution](#)

345.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Portulaca's solution](#)

346.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Portulaca's solution](#)

347.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Portulaca's solution](#)

348.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Portulaca's solution](#)

349.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Portulaca's solution](#)

350.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Portulaca's solution](#)

351.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Portulaca's solution](#)

352.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Portulaca's solution](#)

353.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Portulaca's solution](#)

354.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Portulaca's solution](#)

355.

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Portulaca's solution](#)

356.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Portulaca's solution](#)

357.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Portulaca's solution](#)

358.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Portulaca's solution](#)

359.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Portulaca's solution](#)

360.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Portulaca's solution](#)

361.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Portulaca's solution](#)

362.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Portulaca's solution](#)

363.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Portulaca's solution](#)

364.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Portulaca's solution](#)

365.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[Portulaca's solution](#)

366.

1589D

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

Rating: 2000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[Portulaca's solution](#)

367.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Portulaca's solution](#)

368.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Portulaca's solution](#)

369.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Portulaca's solution](#)

370.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[Portulaca's solution](#)

371.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Portulaca's solution](#)

372.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Portulaca's solution](#)

373.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Portulaca's solution](#)

374.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Portulaca's solution](#)

375.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Portulaca's solution](#)

376.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2024-04-09 · last AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

377.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Portulaca's solution](#)

378.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Portulaca's solution](#)

379.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Portulaca's solution](#)

380.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Portulaca's solution](#)

381.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Portulaca's solution](#)

382.

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

[Portulaca's solution](#)

383.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Portulaca's solution](#)

384.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Portulaca's solution](#)

385.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Portulaca's solution](#)

386.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Portulaca's solution](#)

387.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Portulaca's solution](#)

388.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Portulaca's solution](#)

389.

1811G1

[Vlad and the Nice Paths \(easy version\) · Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Portulaca's solution](#)

390.

1787E

[The Harmonization of XOR · Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Portulaca's solution](#)

391.

702E

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

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs
[Portulaca's solution](#)

392.

665E

[Beautiful Subarrays · Tutorial](#)

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees
[Portulaca's solution](#)

393.

1775E

[The Human Equation · Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Portulaca's solution](#)

394.

1761D

[Carry Bit · Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Portulaca's solution](#)

395.

1748D

[ConstructOR · Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[Portulaca's solution](#)

396.

632D

[Longest Subsequence · Tutorial](#)

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[Portulaca's solution](#)

397.

486D

[Valid Sets · Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees
[Portulaca's solution](#)

398.

609E

[Minimum spanning tree for each edge · Tutorial](#)

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[Portulaca's solution](#)

399.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Portulaca's solution](#)

400.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Portulaca's solution](#)

401.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Portulaca's solution](#)

402.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Portulaca's solution](#)

403.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Portulaca's solution](#)

404.

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2100 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Portulaca's solution](#)

405.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Portulaca's solution](#)

406.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Portulaca's solution](#)

407.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Portulaca's solution](#)

408.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Portulaca's solution](#)

409.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Portulaca's solution](#)

410.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Portulaca's solution](#)

411.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Portulaca's solution](#)

412.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Portulaca's solution](#)

413.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Portulaca's solution](#)

414.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Portulaca's solution](#)

415.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Portulaca's solution](#)

416.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Portulaca's solution](#)

417.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Portulaca's solution](#)

418.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[Portulaca's solution](#)

419.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Portulaca's solution](#)

420.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-06-28 · last AC: 2024-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Portulaca's solution](#)

421.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Portulaca's solution](#)

422.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Portulaca's solution](#)

423.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Portulaca's solution](#)

424.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Portulaca's solution](#)

425.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Portulaca's solution](#)

426.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Portulaca's solution](#)

427.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

[Portulaca's solution](#)

428.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Portulaca's solution](#)

429.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Portulaca's solution](#)

430.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings
[Portulaca's solution](#)

431.

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[Portulaca's solution](#)

432.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[Portulaca's solution](#)

433.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings
[Portulaca's solution](#)

434.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp
[Portulaca's solution](#)

435.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Portulaca's solution](#)

436.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games
[Portulaca's solution](#)

437.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[Portulaca's solution](#)

438.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[Portulaca's solution](#)

439.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

440.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Portulaca's solution](#)

441.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, two pointers

[Portulaca's solution](#)

442.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Portulaca's solution](#)

443.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Portulaca's solution](#)

444.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Portulaca's solution](#)

445.

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2023-06-28 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Portulaca's solution](#)

446.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, greedy

[Portulaca's solution](#)

447.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Portulaca's solution](#)

448.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, math

[Portulaca's solution](#)

449.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Portulaca's solution](#)

450.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Portulaca's solution](#)

451.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Portulaca's solution](#)

452.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Portulaca's solution](#)

453.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Portulaca's solution](#)

454.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Portulaca's solution](#)

455.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Portulaca's solution](#)

456.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Portulaca's solution](#)

457.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Portulaca's solution](#)

458.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Portulaca's solution](#)

459.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Portulaca's solution](#)

460.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Portulaca's solution](#)

461.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Portulaca's solution](#)

462.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Portulaca's solution](#)

463.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Portulaca's solution](#)

464.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Portulaca's solution](#)

465.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Portulaca's solution](#)

466.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Portulaca's solution](#)

467.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Portulaca's solution](#)

468.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Portulaca's solution](#)

469.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Portulaca's solution](#)

470.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Portulaca's solution](#)

471.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[Portulaca's solution](#)

472.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Portulaca's solution](#)

473.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Portulaca's solution](#)

474.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[Portulaca's solution](#)

475.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[Portulaca's solution](#)

476.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Portulaca's solution](#)

477.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Portulaca's solution](#)

478.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

479.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Portulaca's solution](#)

480.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Portulaca's solution](#)

481.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-04-04 · Secret 2021 (first AC) · Tags: *special

[Portulaca's solution](#)

482.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Portulaca's solution](#)

483.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Portulaca's solution](#)

484.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[Portulaca's solution](#)

485.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Portulaca's solution](#)

486.

2057E1

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

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

[Portulaca's solution](#)

487.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Portulaca's solution](#)

488.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[Portulaca's solution](#)

489.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Portulaca's solution](#)

490.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Portulaca's solution](#)

491.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[Portulaca's solution](#)

492.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Portulaca's solution](#)

493.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-07-06 · last AC: 2024-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Portulaca's solution](#)

494.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Portulaca's solution](#)

495.

1943C

[Tree Compass](#) · [Tutorial](#)

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

[Portulaca's solution](#)

496.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

497.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Portulaca's solution](#)

498.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Portulaca's solution](#)

499.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-07-06 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Portulaca's solution](#)

500.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Portulaca's solution](#)

501.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Portulaca's solution](#)

502.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Portulaca's solution](#)

503.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-01-22 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Portulaca's solution](#)

504.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Portulaca's solution](#)

505.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Portulaca's solution](#)

506.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-05 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Portulaca's solution](#)

507.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Portulaca's solution](#)

508.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Portulaca's solution](#)

509.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math,

number theory

[Portulaca's solution](#)

510.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Portulaca's solution](#)

511.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Portulaca's solution](#)

512.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Portulaca's solution](#)

513.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Portulaca's solution](#)

514.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Portulaca's solution](#)

515.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation

[Portulaca's solution](#)

516.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Portulaca's solution](#)

517.

9E

[Interstring graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Portulaca's solution](#)

518.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Portulaca's solution](#)

519.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Portulaca's solution](#)

520.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Portulaca's solution](#)

521.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[Portulaca's solution](#)

522.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

523.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Portulaca's solution](#)

524.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Portulaca's solution](#)

525.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Portulaca's solution](#)

526.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Portulaca's solution](#)

527.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Portulaca's solution](#)

528.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[Portulaca's solution](#)

529.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[Portulaca's solution](#)

530.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[Portulaca's solution](#)

531.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Portulaca's solution](#)

532.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Portulaca's solution](#)

533.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Portulaca's solution](#)

534.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Portulaca's solution](#)

535.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Portulaca's solution](#)

536.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Portulaca's solution](#)

537.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Portulaca's solution](#)

538.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Portulaca's solution](#)

539.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Portulaca's solution](#)

540.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[Portulaca's solution](#)

541.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[Portulaca's solution](#)

542.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[Portulaca's solution](#)

543.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[Portulaca's solution](#)

544.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[Portulaca's solution](#)

545.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory
[Portulaca's solution](#)

546.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[Portulaca's solution](#)

547.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[Portulaca's solution](#)

548.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[Portulaca's solution](#)

549.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Portulaca's solution](#)

550.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Portulaca's solution](#)

551.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

552.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Portulaca's solution](#)

553.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Portulaca's solution](#)

554.

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Portulaca's solution](#)

555.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Portulaca's solution](#)

556.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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557.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Portulaca's solution](#)

558.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Portulaca's solution](#)

559.

542A

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Quality: 620 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Portulaca's solution](#)

560.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Portulaca's solution](#)

561.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Portulaca's solution](#)

562.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing

[Portulaca's solution](#)

563.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Portulaca's solution](#)

564.

1984E

[Shuffle](#) · [Tutorial](#)

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

[Portulaca's solution](#)

565.

335D

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

Quality: 350 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Portulaca's solution](#)

566.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Portulaca's solution](#)

567.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Portulaca's solution](#)

568.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Portulaca's solution](#)

569.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Portulaca's solution](#)

570.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Portulaca's solution](#)

571.

331C2

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Portulaca's solution](#)

572.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Portulaca's solution](#)

573.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

574.

534F

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

Quality: 533 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2024-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[Portulaca's solution](#)

575.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2024-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Portulaca's solution](#)

576.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Portulaca's solution](#)

577.

1943D1

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

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

[Portulaca's solution](#)

578.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Portulaca's solution](#)

579.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Portulaca's solution](#)

580.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Portulaca's solution](#)

581.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Portulaca's solution](#)

582.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees

[Portulaca's solution](#)

583.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Portulaca's solution](#)

584.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Portulaca's solution](#)

585.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Portulaca's solution](#)

586.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Portulaca's solution](#)

587.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Portulaca's solution](#)

588.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Portulaca's solution](#)

589.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

590.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

591.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Portulaca's solution](#)

592.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Portulaca's solution](#)

593.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Portulaca's solution](#)

594.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Portulaca's solution](#)

595.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Portulaca's solution](#)

596.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Portulaca's solution](#)

597.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-21 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Portulaca's solution](#)

598.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Portulaca's solution](#)

599.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Portulaca's solution](#)

600.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[Portulaca's solution](#)

601.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Portulaca's solution](#)

602.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Portulaca's solution](#)

603.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Portulaca's solution](#)

604.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Portulaca's solution](#)

605.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Portulaca's solution](#)

606.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Portulaca's solution](#)

607.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Portulaca's solution](#)

608.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Portulaca's solution](#)

609.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Portulaca's solution](#)

610.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Portulaca's solution](#)

611.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Portulaca's solution](#)

612.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Portulaca's solution](#)

613.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

614.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Portulaca's solution](#)

615.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[Portulaca's solution](#)

616.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Portulaca's solution](#)

617.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Portulaca's solution](#)

618.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Portulaca's solution](#)

619.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Portulaca's solution](#)

620.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Portulaca's solution](#)

621.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[Portulaca's solution](#)

622.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[Portulaca's solution](#)

623.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[Portulaca's solution](#)

624.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[Portulaca's solution](#)

625.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[Portulaca's solution](#)

626.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
[Portulaca's solution](#)

627.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Portulaca's solution](#)

628.

2057E2

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

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

629.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[Portulaca's solution](#)

630.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math
[Portulaca's solution](#)

631.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Portulaca's solution](#)

632.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[Portulaca's solution](#)

633.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2500 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[Portulaca's solution](#)

634.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[Portulaca's solution](#)

635.

804D

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

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[Portulaca's solution](#)

636.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Portulaca's solution](#)

637.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[Portulaca's solution](#)

638.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
[Portulaca's solution](#)

639.

1725K

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[Portulaca's solution](#)

640.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[Portulaca's solution](#)

641.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Portulaca's solution](#)

642.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Portulaca's solution](#)

643.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-25 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Portulaca's solution](#)

644.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities

[Portulaca's solution](#)

645.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Portulaca's solution](#)

646.

757E

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

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Portulaca's solution](#)

647.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Portulaca's solution](#)

648.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Portulaca's solution](#)

649.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Portulaca's solution](#)

650.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Portulaca's solution](#)

651.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Portulaca's solution](#)

652.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

653.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Portulaca's solution](#)

654.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Portulaca's solution](#)

655.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Portulaca's solution](#)

656.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Portulaca's solution](#)

657.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Portulaca's solution](#)

658.

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Portulaca's solution](#)

659.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Portulaca's solution](#)

660.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Portulaca's solution](#)

661.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs,

greedy, trees

[Portulaca's solution](#)

662.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Portulaca's solution](#)

663.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Portulaca's solution](#)

664.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

665.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Portulaca's solution](#)

666.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Portulaca's solution](#)

667.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Portulaca's solution](#)

668.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Portulaca's solution](#)

669.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Portulaca's solution](#)

670.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[Portulaca's solution](#)

671.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[Portulaca's solution](#)

672.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Portulaca's solution](#)

673.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Portulaca's solution](#)

674.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Portulaca's solution](#)

675.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Portulaca's solution](#)

676.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Portulaca's solution](#)

677.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Portulaca's solution](#)

678.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[Portulaca's solution](#)

679.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Portulaca's solution](#)

680.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings

[Portulaca's solution](#)

681.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-09-13 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Portulaca's solution](#)

682.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Portulaca's solution](#)

683.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Portulaca's solution](#)

684.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Portulaca's solution](#)

685.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Portulaca's solution](#)

686.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Portulaca's solution](#)

687.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Portulaca's solution](#)

688.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Portulaca's solution](#)

689.

710D

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

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Portulaca's solution](#)

690.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[Portulaca's solution](#)

691.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide

and conquer, geometry, ternary search

[Portulaca's solution](#)

692.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Portulaca's solution](#)

693.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Portulaca's solution](#)

694.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Portulaca's solution](#)

695.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Portulaca's solution](#)

696.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Portulaca's solution](#)

697.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Portulaca's solution](#)

698.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Portulaca's solution](#)

699.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[Portulaca's solution](#)

700.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Portulaca's solution](#)

701.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Portulaca's solution](#)

702.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Portulaca's solution](#)

703.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[Portulaca's solution](#)

704.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Portulaca's solution](#)

705.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Portulaca's solution](#)

706.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Portulaca's solution](#)

707.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[Portulaca's solution](#)

708.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Portulaca's solution](#)

709.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

710.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[Portulaca's solution](#)

711.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[Portulaca's solution](#)

712.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Portulaca's solution](#)

713.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Portulaca's solution](#)

714.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Portulaca's solution](#)

715.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Portulaca's solution](#)

716.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, greedy

[Portulaca's solution](#)

717.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Portulaca's solution](#)

718.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Portulaca's solution](#)

719.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2024-07-23 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Portulaca's solution](#)

720.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Portulaca's solution](#)

721.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Portulaca's solution](#)

722.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Portulaca's solution](#)

723.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Portulaca's solution](#)

724.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Portulaca's solution](#)

725.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[Portulaca's solution](#)

726.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Portulaca's solution](#)

727.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Portulaca's solution](#)

728.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Portulaca's solution](#)

729.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

730.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Portulaca's solution](#)

731.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Portulaca's solution](#)

732.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Portulaca's solution](#)

733.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Portulaca's solution](#)

734.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Portulaca's solution](#)

735.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

736.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Portulaca's solution](#)

737.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Portulaca's solution](#)

738.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Portulaca's solution](#)

739.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[Portulaca's solution](#)

740.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Portulaca's solution](#)

741.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Portulaca's solution](#)

742.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Portulaca's solution](#)

743.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[Portulaca's solution](#)

744.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Portulaca's solution](#)

745.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Portulaca's solution](#)

746.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Portulaca's solution](#)

747.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search

[Portulaca's solution](#)

748.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[Portulaca's solution](#)

749.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Portulaca's solution](#)

750.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Portulaca's solution](#)

751.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Portulaca's solution](#)

752.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Portulaca's solution](#)

753.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Portulaca's solution](#)

754.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Portulaca's solution](#)

755.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Portulaca's solution](#)

756.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Portulaca's solution](#)

757.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-26 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Portulaca's solution](#)

758.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[Portulaca's solution](#)

759.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Portulaca's solution](#)

760.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Portulaca's solution](#)

761.

1153F

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

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Portulaca's solution](#)

762.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[Portulaca's solution](#)

763.

285E

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

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

764.

1091F

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

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Portulaca's solution](#)

765.

372D

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

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Portulaca's solution](#)

766.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Portulaca's solution](#)

767.

201E

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

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[Portulaca's solution](#)

768.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Portulaca's solution](#)

769.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Portulaca's solution](#)

770.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Portulaca's solution](#)

771.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Portulaca's solution](#)

772.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Portulaca's solution](#)

773.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Portulaca's solution](#)

774.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

775.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Portulaca's solution](#)

776.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Portulaca's solution](#)

777.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Portulaca's solution](#)

778.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Portulaca's solution](#)

779.

1657F

[Words on Tree](#) · [Tutorial](#)

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

[Portulaca's solution](#)

780.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Portulaca's solution](#)

781.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Portulaca's solution](#)

782.

1844F1

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Portulaca's solution](#)

783.

269D

[Maximum Waterfall · Tutorial](#)

Quality: 493 global accepts · Rating: 2600 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Portulaca's solution](#)

784.

1805F1

[Survival of the Weakest \(easy version\) · Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Portulaca's solution](#)

785.

813D

[Two Melodies · Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[Portulaca's solution](#)

786.

818G

[Four Melodies · Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Portulaca's solution](#)

787.

662C

[Binary Table · Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Portulaca's solution](#)

788.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Portulaca's solution](#)

789.

622F

[The Sum of the k-th Powers · Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Portulaca's solution](#)

790.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Portulaca's solution](#)

791.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Portulaca's solution](#)

792.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Portulaca's solution](#)

793.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Portulaca's solution](#)

794.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: brute force, data structures

[Portulaca's solution](#)

795.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Portulaca's solution](#)

796.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Portulaca's solution](#)

797.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Portulaca's solution](#)

798.

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Portulaca's solution](#)

799.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Portulaca's solution](#)

800.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Portulaca's solution](#)

801.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Portulaca's solution](#)

802.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

803.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs

[Portulaca's solution](#)

804.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Portulaca's solution](#)

805.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Portulaca's solution](#)

806.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Portulaca's solution](#)

807.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees, two pointers

[Portulaca's solution](#)

808.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Portulaca's solution](#)

809.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, trees

[Portulaca's solution](#)

810.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Portulaca's solution](#)

811.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Portulaca's solution](#)

812.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2024-08-04 · last AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[Portulaca's solution](#)

813.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Portulaca's solution](#)

814.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Portulaca's solution](#)

815.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Portulaca's solution](#)

816.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Portulaca's solution](#)

817.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Portulaca's solution](#)

818.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[Portulaca's solution](#)

819.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Portulaca's solution](#)

820.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Portulaca's solution](#)

821.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Portulaca's solution](#)

822.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Portulaca's solution](#)

823.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Portulaca's solution](#)

824.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Portulaca's solution](#)

825.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Portulaca's solution](#)

826.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Portulaca's solution](#)

827.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Portulaca's solution](#)

828.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Portulaca's solution](#)

829.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Portulaca's solution](#)

830.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[Portulaca's solution](#)

831.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Portulaca's solution](#)

832.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Portulaca's solution](#)

833.

1370F2

[The Hidden Pair \(Hard Version\) · Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Portulaca's solution](#)

834.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Portulaca's solution](#)

835.

1715F

[Crop Squares · Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Portulaca's solution](#)

836.

1451F

[Nullify The Matrix · Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Portulaca's solution](#)

837.

1730E

[Maximums and Minimums · Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Portulaca's solution](#)

838.

444E

[DZY Loves Planting · Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees

[Portulaca's solution](#)

839.

407D

[Largest Submatrix 3 · Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

[Portulaca's solution](#)

840.

251D

[Two Sets · Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-07-08 · last AC: 2024-03-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Portulaca's solution](#)

841.

575A

[Fibonotci · Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[Portulaca's solution](#)

842.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[Portulaca's solution](#)

843.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[Portulaca's solution](#)

844.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Portulaca's solution](#)

845.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, math, matrices

[Portulaca's solution](#)

846.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[Portulaca's solution](#)

847.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Portulaca's solution](#)

848.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Portulaca's solution](#)

849.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[Portulaca's solution](#)

850.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs

[Portulaca's solution](#)

851.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Portulaca's solution](#)

852.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Portulaca's solution](#)

853.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp

[Portulaca's solution](#)

854.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Portulaca's solution](#)

855.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Portulaca's solution](#)

856.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Portulaca's solution](#)

857.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Portulaca's solution](#)

858.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Portulaca's solution](#)

859.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Portulaca's solution](#)

860.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Portulaca's solution](#)

861.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Portulaca's solution](#)

862.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Portulaca's solution](#)

863.

1792F1

[Graph Coloring \(easy version\) · Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Portulaca's solution](#)

864.

452F

[Permutation · Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Portulaca's solution](#)

865.

1634F

[Fibonacci Additions · Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Portulaca's solution](#)

866.

325E

[The Red Button · Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Portulaca's solution](#)

867.

757F

[Team Rocket Rises Again · Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Portulaca's solution](#)

868.

1477D

[Nezzar and Hidden Permutations · Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Portulaca's solution](#)

869.

762F

[Tree nesting · Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Portulaca's solution](#)

870.

2048G

[Kevin and Matrices · Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Portulaca's solution](#)

871.

1615F

[LEGOnary Grandmaster · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-03 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

872.

521D

[Shop · Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Portulaca's solution](#)

873.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[Portulaca's solution](#)

874.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Portulaca's solution](#)

875.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Portulaca's solution](#)

876.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Portulaca's solution](#)

877.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Portulaca's solution](#)

878.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Portulaca's solution](#)

879.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Portulaca's solution](#)

880.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[Portulaca's solution](#)

881.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Portulaca's solution](#)

882.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Portulaca's solution](#)

883.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[Portulaca's solution](#)

884.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[Portulaca's solution](#)

885.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
[Portulaca's solution](#)

886.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[Portulaca's solution](#)

887.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[Portulaca's solution](#)

888.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[Portulaca's solution](#)

889.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Portulaca's solution](#)

890.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices
[Portulaca's solution](#)

891.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: flows
[Portulaca's solution](#)

892.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation
[Portulaca's solution](#)

893.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Portulaca's solution](#)

894.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Portulaca's solution](#)

895.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[Portulaca's solution](#)

896.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

897.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Portulaca's solution](#)

898.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Portulaca's solution](#)

899.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Portulaca's solution](#)

900.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Portulaca's solution](#)

901.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Portulaca's solution](#)

902.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Portulaca's solution](#)

903.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Portulaca's solution](#)

904.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Portulaca's solution](#)

905.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Portulaca's solution](#)

906.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Portulaca's solution](#)

907.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Portulaca's solution](#)

908.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Portulaca's solution](#)

909.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Portulaca's solution](#)

910.

1844F2

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

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-13 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Portulaca's solution](#)

911.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math, number theory

[Portulaca's solution](#)

912.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Portulaca's solution](#)

913.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

914.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[Portulaca's solution](#)

915.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Portulaca's solution](#)

916.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Portulaca's solution](#)

917.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2022-03-05 · last AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

918.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

919.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Portulaca's solution](#)

920.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-06-26 · last AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Portulaca's solution](#)

921.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Portulaca's solution](#)

922.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

923.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, flows, graphs
[Portulaca's solution](#)

924.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[Portulaca's solution](#)

925.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle
[Portulaca's solution](#)

926.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[Portulaca's solution](#)

927.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[Portulaca's solution](#)

928.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Portulaca's solution](#)

929.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry
[Portulaca's solution](#)

930.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[Portulaca's solution](#)

931.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[Portulaca's solution](#)

932.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[Portulaca's solution](#)

933.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math,

shortest paths

[Portulaca's solution](#)

934.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Portulaca's solution](#)

935.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Portulaca's solution](#)

936.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Portulaca's solution](#)

937.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

938.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Portulaca's solution](#)

939.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[Portulaca's solution](#)

940.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[Portulaca's solution](#)

941.

1943E1

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

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-18 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Portulaca's solution](#)

942.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Portulaca's solution](#)

943.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[Portulaca's solution](#)

944.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[Portulaca's solution](#)

945.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
[Portulaca's solution](#)

946.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities
[Portulaca's solution](#)

947.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[Portulaca's solution](#)

948.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[Portulaca's solution](#)

949.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-12-16 · last AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[Portulaca's solution](#)

950.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[Portulaca's solution](#)

951.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Portulaca's solution](#)

952.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory
[Portulaca's solution](#)

953.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs
[Portulaca's solution](#)

954.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Portulaca's solution](#)

955.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[Portulaca's solution](#)

956.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Portulaca's solution](#)

957.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Portulaca's solution](#)

958.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[Portulaca's solution](#)

959.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Portulaca's solution](#)

960.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Portulaca's solution](#)

961.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Portulaca's solution](#)

962.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Portulaca's solution](#)

963.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Portulaca's solution](#)

964.

1988F

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Quality: 423 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Portulaca's solution](#)

965.

1572E

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Quality: 374 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[Portulaca's solution](#)

966.

2057G

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Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Portulaca's solution](#)

967.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Portulaca's solution](#)

968.

587F

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Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Portulaca's solution](#)

969.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Portulaca's solution](#)

970.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, shortest paths, strings

[Portulaca's solution](#)

971.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Portulaca's solution](#)

972.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Portulaca's solution](#)

973.

1569F

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Quality: 380 global accepts · Rating: 3000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[Portulaca's solution](#)

974.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Portulaca's solution](#)

975.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Portulaca's solution](#)

976.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Portulaca's solution](#)

977.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Portulaca's solution](#)

978.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[Portulaca's solution](#)

979.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Portulaca's solution](#)

980.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Portulaca's solution](#)

981.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[Portulaca's solution](#)

982.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Portulaca's solution](#)

983.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[Portulaca's solution](#)

984.

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

[Portulaca's solution](#)

985.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-08-07 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

986.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Portulaca's solution](#)

987.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-10-18 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[Portulaca's solution](#)

988.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Portulaca's solution](#)

989.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, two pointers

[Portulaca's solution](#)

990.

773E

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Quality: 509 global accepts · Rating: 3000 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Portulaca's solution](#)

991.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Portulaca's solution](#)

992.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Portulaca's solution](#)

993.

526F

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Quality: 3,409 global accepts · Rating: 3000 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Portulaca's solution](#)

994.

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2025-02-13 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows

[Portulaca's solution](#)

995.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings

[Portulaca's solution](#)

996.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Portulaca's solution](#)

997.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Portulaca's solution](#)

998.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[Portulaca's solution](#)

999.

1973F

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

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Portulaca's solution](#)

1000.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Portulaca's solution](#)

1001.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Portulaca's solution](#)

1002.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Portulaca's solution](#)

1003.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Portulaca's solution](#)

1004.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Portulaca's solution](#)

1005.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Portulaca's solution](#)

1006.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Portulaca's solution](#)

1007.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

1008.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Portulaca's solution](#)

1009.

1948G

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Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Portulaca's solution](#)

1010.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[Portulaca's solution](#)

1011.

765F

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Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

1012.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Portulaca's solution](#)

1013.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

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1014.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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1015.

827F

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Quality: 582 global accepts · Rating: 3200 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Portulaca's solution](#)

1016.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Portulaca's solution](#)

1017.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[Portulaca's solution](#)

1018.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees

[Portulaca's solution](#)

1019.

1656H

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Quality: 796 global accepts · Rating: 3200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Portulaca's solution](#)

1020.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Portulaca's solution](#)

1021.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Portulaca's solution](#)

1022.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Portulaca's solution](#)

1023.

1523G

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Quality: 520 global accepts · Rating: 3200 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

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1024.

1349D

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Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

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1025.

1025G

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Quality: 865 global accepts · Rating: 3200 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

1026.

1666K

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Quality: 357 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: flows

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1027.

1149E

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Quality: 665 global accepts · Rating: 3200 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[Portulaca's solution](#)

1028.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[Portulaca's solution](#)

1029.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Portulaca's solution](#)

1030.

643G

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Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

1031.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Portulaca's solution](#)

1032.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Portulaca's solution](#)

1033.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-12-01 · last AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Portulaca's solution](#)

1034.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Portulaca's solution](#)

1035.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Portulaca's solution](#)

1036.

1322E

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Quality: 346 global accepts · Rating: 3300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

1037.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Portulaca's solution](#)

1038.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Portulaca's solution](#)

1039.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Portulaca's solution](#)

1040.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Portulaca's solution](#)

1041.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Portulaca's solution](#)

1042.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, math

[Portulaca's solution](#)

1043.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Portulaca's solution](#)

1044.

576E

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Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Portulaca's solution](#)

1045.

1610G

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Quality: 654 global accepts · Rating: 3300 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[Portulaca's solution](#)

1046.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Portulaca's solution](#)

1047.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[Portulaca's solution](#)

1048.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Portulaca's solution](#)

1049.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Portulaca's solution](#)

1050.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Portulaca's solution](#)

1051.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

1052.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Portulaca's solution](#)

1053.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

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1054.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

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1055.

1266H

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1056.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

graphs, greedy, math

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1057.

833E

[Caramel Clouds](#) · [Tutorial](#)

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1058.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

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1059.

1601F

[Two Sorts](#) · [Tutorial](#)

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1060.

757G

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1061.

1103E

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Quality: 282 global accepts · Rating: 3400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory

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1062.

843D

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Quality: 1,196 global accepts · Rating: 3400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

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1063.

1630F

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Quality: 919 global accepts · Rating: 3400 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

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1064.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Portulaca's solution](#)

1065.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Portulaca's solution](#)

1066.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Portulaca's solution](#)

1067.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Portulaca's solution](#)

1068.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Portulaca's solution](#)

1069.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Portulaca's solution](#)

1070.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Portulaca's solution](#)

1071.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Portulaca's solution](#)

1072.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[Portulaca's solution](#)

1073.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Portulaca's solution](#)

1074.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Portulaca's solution](#)

1075.

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Portulaca's solution](#)

1076.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[Portulaca's solution](#)

1077.

1523H

[Hopping Around the Array](#) · Tutorial

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Portulaca's solution](#)**1078.**

1450G

[Communism](#) · Tutorial

Quality: 349 global accepts · Rating: 3500 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[Portulaca's solution](#)**1079.**

1662J

[Training Camp](#) · Tutorial

Quality: 298 global accepts · Rating: — · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Portulaca's solution](#)**1080.**

1192B

[Dynamic Diameter](#) · Tutorial

Quality: 1,560 global accepts · Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Portulaca's solution](#)**1081.**

100085D

[Dictionary Size](#) · Tutorial

Rating: — · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Portulaca's solution](#)**1082.**

101221K

[Surveillance](#) · Tutorial

Rating: — · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Portulaca's solution](#)