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Unique solved — PvPro

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Count: 906

1.

2211A

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2.

1353B

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3.

2164A

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4.

2152A

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5.

2147A

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6.

2148A

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7.

2127A

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8.

2124A

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9.

2113A

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10.

2091A

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11.

2091B

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12.

2104A

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13.

2084A

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14.

2086A

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15.

2070A

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16.

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2074B

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19.

2051B

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20.

2051A

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21.

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22.

2069A

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23.

1842A

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1942A

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25.

1984A

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26.

2059A

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27.

2062A

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28.

2063A

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29.

2061A

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30.

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31.

2057A

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32.

2048A

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33.

1773F

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34.

1912L

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35.

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36.

2034A

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37.

2039A

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38.

2029A

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39.

2035A

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40.

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41.

2002A

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42.

1991A

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43.

1994A

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44.

1975A

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45.

1922A

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46.

1917A

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47.

1909A

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48.

1884A

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49.

1905A

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50.

1913A

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51.

1896A

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52.

1879A

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53.

1867A

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54.

1901A

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55.

1882A

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56.

1902A

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57.

1899A

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58.

1903A

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59.

1900A

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60.

1890B

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61.

1890A

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1895B

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1891A

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66.

1841A

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67.

1838A

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68.

1839A

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69.

1831A

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70.

1837A

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71.

1825A

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72.

1823A

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73.

1820A

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74.

1809A

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75.

1780A

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76.

1768A

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77.

1779A

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78.

1722C

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79.

1722A

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80.

1722B

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81.

1721A

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82.

2026A

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83.

2062B

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84.

2048B

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85.

2042B

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86.

2035B

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87.

1896B

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88.

1879B

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89.

1888A

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90.

1875A

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91.

1900B

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92.

1837B

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93.

1823B

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94.

1768B

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95.

1779B

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96.

584A

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97.

2164B

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98.

1785A

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99.

2147B

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100.

2124B

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101.

2091C

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102.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,757 global accepts · Rating: 1000 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[PvPro's solution](#)

103.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[PvPro's solution](#)

104.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[PvPro's solution](#)

105.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[PvPro's solution](#)

106.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[PvPro's solution](#)

107.

2002B

[Removals Game](#) · [Tutorial](#)

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

[PvPro's solution](#)

108.

1975B

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

Quality: 21,067 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[PvPro's solution](#)

109.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,227 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: strings

[PvPro's solution](#)

110.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[PvPro's solution](#)

111.

1841B

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

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

[PvPro's solution](#)

112.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,049 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[PvPro's solution](#)

113.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[PvPro's solution](#)

114.

1825B

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

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

[PvPro's solution](#)

115.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,344 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[PvPro's solution](#)

116.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[PvPro's solution](#)

117.

2211B

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

Quality: 11,610 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[PvPro's solution](#)

118.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[PvPro's solution](#)

119.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[PvPro's solution](#)

120.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,385 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[PvPro's solution](#)

121.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[PvPro's solution](#)

122.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[PvPro's solution](#)

123.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[PvPro's solution](#)

124.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,971 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[PvPro's solution](#)

125.

1842B

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

Quality: 25,530 global accepts · Rating: 1100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[PvPro's solution](#)

126.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[PvPro's solution](#)

127.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[PvPro's solution](#)

128.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[PvPro's solution](#)

129.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[PvPro's solution](#)

130.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,740 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
[PvPro's solution](#)

131.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[PvPro's solution](#)

132.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[PvPro's solution](#)

133.

1917B

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

Quality: 36,345 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[PvPro's solution](#)

134.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,702 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[PvPro's solution](#)

135.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 1100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[PvPro's solution](#)

136.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[PvPro's solution](#)

137.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[PvPro's solution](#)

138.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,855 global accepts · Rating: 1100 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[PvPro's solution](#)

139.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[PvPro's solution](#)

140.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,009 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[PvPro's solution](#)

141.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[PvPro's solution](#)

142.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,548 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[PvPro's solution](#)

143.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[PvPro's solution](#)

144.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[PvPro's solution](#)

145.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,004 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[PvPro's solution](#)

146.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[PvPro's solution](#)

147.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,552 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[PvPro's solution](#)

148.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[PvPro's solution](#)

149.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[PvPro's solution](#)

150.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[PvPro's solution](#)

151.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,621 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[PvPro's solution](#)

152.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[PvPro's solution](#)

153.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1200 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[PvPro's solution](#)

154.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[PvPro's solution](#)

155.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[PvPro's solution](#)

156.

2053B

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

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[PvPro's solution](#)

157.

2050C

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

Quality: 24,996 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[PvPro's solution](#)

158.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[PvPro's solution](#)

159.

2046A

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

Quality: 16,802 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[PvPro's solution](#)

160.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[PvPro's solution](#)

161.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[PvPro's solution](#)

162.

1975C

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

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[PvPro's solution](#)

163.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,374 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[PvPro's solution](#)

164.

1909B

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

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[PvPro's solution](#)

165.

1875B

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

Rating: 1200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[PvPro's solution](#)

166.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[PvPro's solution](#)

167.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[PvPro's solution](#)

168.

2211C1

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

Quality: 9,096 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[PvPro's solution](#)

169.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[PvPro's solution](#)

170.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[PvPro's solution](#)

171.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[PvPro's solution](#)

172.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,687 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[PvPro's solution](#)

173.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,501 global accepts · Rating: 1300 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[PvPro's solution](#)

174.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[PvPro's solution](#)

175.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[PvPro's solution](#)

176.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[PvPro's solution](#)

177.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,425 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[PvPro's solution](#)

178.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[PvPro's solution](#)

179.

2086C

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

Quality: 16,125 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[PvPro's solution](#)

180.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[PvPro's solution](#)

181.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[PvPro's solution](#)

182.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[PvPro's solution](#)

183.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[PvPro's solution](#)

184.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,788 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[PvPro's solution](#)

185.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[PvPro's solution](#)

186.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[PvPro's solution](#)

187.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[PvPro's solution](#)

188.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[PvPro's solution](#)

189.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[PvPro's solution](#)

190.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[PvPro's solution](#)

191.

1902C

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

Quality: 16,973 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[PvPro's solution](#)

192.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[PvPro's solution](#)

193.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,039 global accepts · Rating: 1300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[PvPro's solution](#)

194.

1890C

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

Rating: 1300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[PvPro's solution](#)

195.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[PvPro's solution](#)

196.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[PvPro's solution](#)

197.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[PvPro's solution](#)

198.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[PvPro's solution](#)

199.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[PvPro's solution](#)

200.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[PvPro's solution](#)

201.

1559D1

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

Quality: 16,026 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[PvPro's solution](#)

202.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[PvPro's solution](#)

203.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,214 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[PvPro's solution](#)

204.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[PvPro's solution](#)

205.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[PvPro's solution](#)

206.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[PvPro's solution](#)

207.

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

data structures, greedy, implementation

[PvPro's solution](#)

208.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[PvPro's solution](#)

209.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[PvPro's solution](#)

210.

2066A

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

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

[PvPro's solution](#)

211.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[PvPro's solution](#)

212.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[PvPro's solution](#)

213.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[PvPro's solution](#)

214.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[PvPro's solution](#)

215.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[PvPro's solution](#)

216.

1967A

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

Quality: 14,938 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[PvPro's solution](#)

217.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[PvPro's solution](#)

218.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,358 global accepts · Rating: 1400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[PvPro's solution](#)

219.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[PvPro's solution](#)

220.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[PvPro's solution](#)

221.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[PvPro's solution](#)

222.

1888D1

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

Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[PvPro's solution](#)

223.

1888C

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

Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[PvPro's solution](#)

224.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[PvPro's solution](#)

225.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,477 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[PvPro's solution](#)

226.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[PvPro's solution](#)

227.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[PvPro's solution](#)

228.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[PvPro's solution](#)

229.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,967 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[PvPro's solution](#)

230.

1825C

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

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

[PvPro's solution](#)

231.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, ternary search

[PvPro's solution](#)

232.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[PvPro's solution](#)

233.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,457 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[PvPro's solution](#)

234.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[PvPro's solution](#)

235.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[PvPro's solution](#)

236.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[PvPro's solution](#)

237.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search,

combinatorics, math

[PvPro's solution](#)

238.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[PvPro's solution](#)

239.

2069C

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

Quality: 14,817 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[PvPro's solution](#)

240.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[PvPro's solution](#)

241.

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[PvPro's solution](#)

242.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[PvPro's solution](#)

243.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[PvPro's solution](#)

244.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,894 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PvPro's solution](#)

245.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,461 global accepts · Rating: 1500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[PvPro's solution](#)

246.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[PvPro's solution](#)

247.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, sortings, two pointers

[PvPro's solution](#)

248.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[PvPro's solution](#)

249.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[PvPro's solution](#)

250.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,210 global accepts · Rating: 1600 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[PvPro's solution](#)

251.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1600 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[PvPro's solution](#)

252.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[PvPro's solution](#)

253.

2084D

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

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

[PvPro's solution](#)

254.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,102 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[PvPro's solution](#)

255.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[PvPro's solution](#)

256.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,953 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[PvPro's solution](#)

257.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[PvPro's solution](#)

258.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[PvPro's solution](#)

259.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[PvPro's solution](#)

260.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[PvPro's solution](#)

261.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,487 global accepts · Rating: 1600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[PvPro's solution](#)

262.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[PvPro's solution](#)

263.

2040C

[Ordered Permutations](#) · [Tutorial](#)

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[PvPro's solution](#)

264.

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[PvPro's solution](#)

265.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[PvPro's solution](#)

266.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[PvPro's solution](#)

267.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[PvPro's solution](#)

268.

1917C

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

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

[PvPro's solution](#)

269.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[PvPro's solution](#)

270.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[PvPro's solution](#)

271.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[PvPro's solution](#)

272.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[PvPro's solution](#)

273.

2150B

[Grid Counting](#) · [Tutorial](#)

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

[PvPro's solution](#)

274.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[PvPro's solution](#)

275.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[PvPro's solution](#)

276.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[PvPro's solution](#)

277.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,758 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[PvPro's solution](#)

278.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[PvPro's solution](#)

279.

2104E

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

Quality: 8,089 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[PvPro's solution](#)

280.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[PvPro's solution](#)

281.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[PvPro's solution](#)

282.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[PvPro's solution](#)

283.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[PvPro's solution](#)

284.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[PvPro's solution](#)

285.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[PvPro's solution](#)

286.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[PvPro's solution](#)

287.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

greedy

[PvPro's solution](#)

288.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,644 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[PvPro's solution](#)

289.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[PvPro's solution](#)

290.

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[PvPro's solution](#)

291.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[PvPro's solution](#)

292.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[PvPro's solution](#)

293.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[PvPro's solution](#)

294.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[PvPro's solution](#)

295.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[PvPro's solution](#)

296.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[PvPro's solution](#)

297.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[PvPro's solution](#)

298.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[PvPro's solution](#)

299.

1779D

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

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[PvPro's solution](#)

300.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[PvPro's solution](#)

301.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[PvPro's solution](#)

302.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[PvPro's solution](#)

303.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[PvPro's solution](#)

304.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[PvPro's solution](#)

305.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[PvPro's solution](#)

306.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[PvPro's solution](#)

307.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[PvPro's solution](#)

308.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,081 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[PvPro's solution](#)

309.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[PvPro's solution](#)

310.

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[PvPro's solution](#)

311.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[PvPro's solution](#)

312.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PvPro's solution](#)

313.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[PvPro's solution](#)

314.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[PvPro's solution](#)

315.

2006B

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

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

[PvPro's solution](#)

316.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[PvPro's solution](#)

317.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[PvPro's solution](#)

318.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[PvPro's solution](#)

319.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[PvPro's solution](#)

320.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[PvPro's solution](#)

321.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[PvPro's solution](#)

322.

1825D1

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

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

[PvPro's solution](#)

323.

1809D

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

Quality: 7,277 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[PvPro's solution](#)

324.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[PvPro's solution](#)

325.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[PvPro's solution](#)

326.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,893 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[PvPro's solution](#)

327.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[PvPro's solution](#)

328.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[PvPro's solution](#)

329.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
[PvPro's solution](#)

330.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[PvPro's solution](#)

331.

2138B

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

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[PvPro's solution](#)

332.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math
[PvPro's solution](#)

333.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[PvPro's solution](#)

334.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[PvPro's solution](#)

335.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[PvPro's solution](#)

336.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[PvPro's solution](#)

337.

2066B

[White Magic](#) · [Tutorial](#)

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

[PvPro's solution](#)

338.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,563 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[PvPro's solution](#)

339.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[PvPro's solution](#)

340.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[PvPro's solution](#)

341.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PvPro's solution](#)

342.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-12-09 · last AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[PvPro's solution](#)

343.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[PvPro's solution](#)

344.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[PvPro's solution](#)

345.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[PvPro's solution](#)

346.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[PvPro's solution](#)

347.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[PvPro's solution](#)

348.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[PvPro's solution](#)

349.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[PvPro's solution](#)

350.

2002D1

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

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[PvPro's solution](#)

351.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[PvPro's solution](#)

352.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[PvPro's solution](#)

353.

1994D

[Funny Game](#) · [Tutorial](#)

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

[PvPro's solution](#)

354.

1929D

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

Quality: 5,757 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[PvPro's solution](#)

355.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[PvPro's solution](#)

356.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[PvPro's solution](#)

357.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: games

[PvPro's solution](#)

358.

1888D2

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

Rating: 1900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[PvPro's solution](#)

359.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,096 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[PvPro's solution](#)

360.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[PvPro's solution](#)

361.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,030 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[PvPro's solution](#)

362.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[PvPro's solution](#)

363.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[PvPro's solution](#)

364.

1741F

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings

[PvPro's solution](#)

365.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[PvPro's solution](#)

366.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[PvPro's solution](#)

367.

2146D2

[Max Sum OR \(Hard Version\) · Tutorial](#)

Quality: 4,034 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[PvPro's solution](#)

368.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[PvPro's solution](#)

369.

2135C

[By the Assignment · Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[PvPro's solution](#)

370.

2129C2

[Interactive RBS \(Medium Version\) · Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[PvPro's solution](#)

371.

1132F

[Clear the String · Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[PvPro's solution](#)

372.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,878 global accepts · Rating: 2000 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[PvPro's solution](#)

373.

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

[PvPro's solution](#)

374.

2063D

[Game With Triangles · Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[PvPro's solution](#)

375.

2061E

[Kevin and And · Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[PvPro's solution](#)

376.

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

[PvPro's solution](#)

377.

1976D

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

Quality: 5,797 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[PvPro's solution](#)

378.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[PvPro's solution](#)

379.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[PvPro's solution](#)

380.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[PvPro's solution](#)

381.

1994E

[Wooden Game](#) · [Tutorial](#)

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

[PvPro's solution](#)

382.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[PvPro's solution](#)

383.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[PvPro's solution](#)

384.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[PvPro's solution](#)

385.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[PvPro's solution](#)

386.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[PvPro's solution](#)

387.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[PvPro's solution](#)

388.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[PvPro's solution](#)

389.

1763C

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

Quality: 7,799 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[PvPro's solution](#)

390.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[PvPro's solution](#)

391.

1234E

[Special Permutations](#) · [Tutorial](#)

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math

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392.

1619G

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Quality: 2,735 global accepts · Rating: 2000 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

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393.

1366D

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Quality: 12,345 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[PvPro's solution](#)

394.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[PvPro's solution](#)

395.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[PvPro's solution](#)

396.

1620D

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Quality: 4,807 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy

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397.

1716C

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[PvPro's solution](#)

398.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[PvPro's solution](#)

399.

2159B

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Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

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400.

2152E

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

[PvPro's solution](#)

401.

2150C

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

[PvPro's solution](#)

402.

2135D1

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Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

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403.

2127E

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Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

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404.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

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405.

2124E

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Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[PvPro's solution](#)

406.

2074G

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Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[PvPro's solution](#)

407.

1933F

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Quality: 2,958 global accepts · Rating: 2100 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[PvPro's solution](#)

408.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[PvPro's solution](#)

409.

1778D

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Quality: 3,410 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

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410.

2061F1

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[PvPro's solution](#)

411.

1864E

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Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[PvPro's solution](#)

412.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

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413.

1808D

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

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[PvPro's solution](#)

414.

2000G

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Quality: 3,130 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[PvPro's solution](#)

415.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[PvPro's solution](#)

416.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[PvPro's solution](#)

417.

1912B

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Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[PvPro's solution](#)

418.

2046C

[Adventurers](#) · [Tutorial](#)

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

[PvPro's solution](#)

419.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[PvPro's solution](#)

420.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[PvPro's solution](#)

421.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[PvPro's solution](#)

422.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[PvPro's solution](#)

423.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[PvPro's solution](#)

424.

1538G

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Quality: 5,214 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[PvPro's solution](#)

425.

60C

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Quality: 654 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar

[PvPro's solution](#)

426.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[PvPro's solution](#)

427.

1900E

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Quality: 2,635 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

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428.

1886D

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

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429.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[PvPro's solution](#)

430.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[PvPro's solution](#)

431.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[PvPro's solution](#)

432.

1530E

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Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[PvPro's solution](#)

433.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[PvPro's solution](#)

434.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[PvPro's solution](#)

435.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dp, greedy, trees

[PvPro's solution](#)

436.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[PvPro's solution](#)

437.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[PvPro's solution](#)

438.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[PvPro's solution](#)

439.

1785C

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

Rating: 2200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[PvPro's solution](#)

440.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[PvPro's solution](#)

441.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[PvPro's solution](#)

442.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[PvPro's solution](#)

443.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[PvPro's solution](#)

444.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[PvPro's solution](#)

445.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[PvPro's solution](#)

446.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[PvPro's solution](#)

447.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[PvPro's solution](#)

448.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

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449.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[PvPro's solution](#)

450.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[PvPro's solution](#)

451.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[PvPro's solution](#)

452.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[PvPro's solution](#)

453.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[PvPro's solution](#)

454.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[PvPro's solution](#)

455.

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[PvPro's solution](#)

456.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[PvPro's solution](#)

457.

1921G

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Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[PvPro's solution](#)

458.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[PvPro's solution](#)

459.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[PvPro's solution](#)

460.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[PvPro's solution](#)

461.

1253E

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Quality: 3,064 global accepts · Rating: 2200 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[PvPro's solution](#)

462.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[PvPro's solution](#)

463.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[PvPro's solution](#)

464.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[PvPro's solution](#)

465.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[PvPro's solution](#)

466.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[PvPro's solution](#)

467.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
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468.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[PvPro's solution](#)

469.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[PvPro's solution](#)

470.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[PvPro's solution](#)

471.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[PvPro's solution](#)

472.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
[PvPro's solution](#)

473.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[PvPro's solution](#)

474.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[PvPro's solution](#)

475.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[PvPro's solution](#)

476.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[PvPro's solution](#)

477.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[PvPro's solution](#)

478.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[PvPro's solution](#)

479.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[PvPro's solution](#)

480.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[PvPro's solution](#)

481.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[PvPro's solution](#)

482.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[PvPro's solution](#)

483.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[PvPro's solution](#)

484.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[PvPro's solution](#)

485.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[PvPro's solution](#)

486.

2079C

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

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special

[PvPro's solution](#)

487.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[PvPro's solution](#)

488.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[PvPro's solution](#)

489.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[PvPro's solution](#)

490.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[PvPro's solution](#)

491.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[PvPro's solution](#)

492.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[PvPro's solution](#)

493.

2057E1

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

Quality: 2,636 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

[PvPro's solution](#)

494.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[PvPro's solution](#)

495.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[PvPro's solution](#)

496.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[PvPro's solution](#)

497.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[PvPro's solution](#)

498.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

499.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[PvPro's solution](#)

500.

2006C

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

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[PvPro's solution](#)

501.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[PvPro's solution](#)

502.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[PvPro's solution](#)

503.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[PvPro's solution](#)

504.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[PvPro's solution](#)

505.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[PvPro's solution](#)

506.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[PvPro's solution](#)

507.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[PvPro's solution](#)

508.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[PvPro's solution](#)

509.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[PvPro's solution](#)

510.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, strings

[PvPro's solution](#)

511.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[PvPro's solution](#)

512.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[PvPro's solution](#)

513.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy

[PvPro's solution](#)

514.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees

[PvPro's solution](#)

515.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[PvPro's solution](#)

516.

648E

[BFS on a Grid](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[PvPro's solution](#)

517.

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[PvPro's solution](#)

518.

1825D2

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

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

[PvPro's solution](#)

519.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[PvPro's solution](#)

520.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[PvPro's solution](#)

521.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[PvPro's solution](#)

522.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[PvPro's solution](#)

523.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[PvPro's solution](#)

524.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[PvPro's solution](#)

525.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[PvPro's solution](#)

526.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[PvPro's solution](#)

527.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[PvPro's solution](#)

528.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[PvPro's solution](#)

529.

2086E

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

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

[PvPro's solution](#)

530.

2066D1

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

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

[PvPro's solution](#)

531.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[PvPro's solution](#)

532.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[PvPro's solution](#)

533.

1780E

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

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[PvPro's solution](#)

534.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[PvPro's solution](#)

535.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[PvPro's solution](#)

536.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[PvPro's solution](#)

537.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[PvPro's solution](#)

538.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[PvPro's solution](#)

539.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[PvPro's solution](#)

540.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[PvPro's solution](#)

541.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[PvPro's solution](#)

542.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[PvPro's solution](#)

543.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, number theory

[PvPro's solution](#)

544.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[PvPro's solution](#)

545.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[PvPro's solution](#)

546.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[PvPro's solution](#)

547.

1559D2

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

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[PvPro's solution](#)

548.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2500 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[PvPro's solution](#)

549.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[PvPro's solution](#)

550.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[PvPro's solution](#)

551.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[PvPro's solution](#)

552.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[PvPro's solution](#)

553.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[PvPro's solution](#)

554.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[PvPro's solution](#)

555.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[PvPro's solution](#)

556.

2135D2

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

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[PvPro's solution](#)

557.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[PvPro's solution](#)

558.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[PvPro's solution](#)

559.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[PvPro's solution](#)

560.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[PvPro's solution](#)

561.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-03-03 · last AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[PvPro's solution](#)

562.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[PvPro's solution](#)

563.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[PvPro's solution](#)

564.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math,

number theory

[PvPro's solution](#)

565.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[PvPro's solution](#)

566.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[PvPro's solution](#)

567.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[PvPro's solution](#)

568.

2057E2

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

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[PvPro's solution](#)

569.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[PvPro's solution](#)

570.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[PvPro's solution](#)

571.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[PvPro's solution](#)

572.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,303 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[PvPro's solution](#)

573.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[PvPro's solution](#)

574.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[PvPro's solution](#)

575.

2034F1

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

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

[PvPro's solution](#)

576.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[PvPro's solution](#)

577.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[PvPro's solution](#)

578.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[PvPro's solution](#)

579.

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[PvPro's solution](#)

580.

1973E

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[PvPro's solution](#)

581.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[PvPro's solution](#)

582.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[PvPro's solution](#)

583.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[PvPro's solution](#)

584.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[PvPro's solution](#)

585.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[PvPro's solution](#)

586.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[PvPro's solution](#)

587.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[PvPro's solution](#)

588.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[PvPro's solution](#)

589.

2138D

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

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

[PvPro's solution](#)

590.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[PvPro's solution](#)

591.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[PvPro's solution](#)

592.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[PvPro's solution](#)

593.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[PvPro's solution](#)

594.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[PvPro's solution](#)

595.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer

[PvPro's solution](#)

596.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[PvPro's solution](#)

597.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[PvPro's solution](#)

598.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[PvPro's solution](#)

599.

1970D2

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

Quality: 309 global accepts · Rating: 2600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[PvPro's solution](#)

600.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[PvPro's solution](#)

601.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[PvPro's solution](#)

602.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[PvPro's solution](#)

603.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[PvPro's solution](#)

604.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[PvPro's solution](#)

605.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[PvPro's solution](#)

606.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[PvPro's solution](#)

607.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[PvPro's solution](#)

608.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[PvPro's solution](#)

609.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[PvPro's solution](#)

610.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[PvPro's solution](#)

611.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[PvPro's solution](#)

612.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[PvPro's solution](#)

613.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[PvPro's solution](#)

614.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[PvPro's solution](#)

615.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[PvPro's solution](#)

616.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[PvPro's solution](#)

617.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[PvPro's solution](#)

618.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math
[PvPro's solution](#)

619.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[PvPro's solution](#)

620.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing
[PvPro's solution](#)

621.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[PvPro's solution](#)

622.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-08-17 · last AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees
[PvPro's solution](#)

623.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[PvPro's solution](#)

624.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[PvPro's solution](#)

625.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[PvPro's solution](#)

626.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[PvPro's solution](#)

627.

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[PvPro's solution](#)

628.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[PvPro's solution](#)

629.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[PvPro's solution](#)

630.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[PvPro's solution](#)

631.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[PvPro's solution](#)

632.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[PvPro's solution](#)

633.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[PvPro's solution](#)

634.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[PvPro's solution](#)

635.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PvPro's solution](#)

636.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[PvPro's solution](#)

637.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[PvPro's solution](#)

638.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[PvPro's solution](#)

639.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[PvPro's solution](#)

640.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[PvPro's solution](#)

641.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[PvPro's solution](#)

642.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[PvPro's solution](#)

643.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar
[PvPro's solution](#)

644.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[PvPro's solution](#)

645.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[PvPro's solution](#)

646.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp
[PvPro's solution](#)

647.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[PvPro's solution](#)

648.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
[PvPro's solution](#)

649.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy
[PvPro's solution](#)

650.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[PvPro's solution](#)

651.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[PvPro's solution](#)

652.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers
[PvPro's solution](#)

653.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
[PvPro's solution](#)

654.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[PvPro's solution](#)

655.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
[PvPro's solution](#)

656.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[PvPro's solution](#)

657.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees
[PvPro's solution](#)

658.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees
[PvPro's solution](#)

659.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[PvPro's solution](#)

660.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[PvPro's solution](#)

661.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths
[PvPro's solution](#)

662.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[PvPro's solution](#)

663.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[PvPro's solution](#)

664.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[PvPro's solution](#)

665.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[PvPro's solution](#)

666.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[PvPro's solution](#)

667.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[PvPro's solution](#)

668.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[PvPro's solution](#)

669.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[PvPro's solution](#)

670.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[PvPro's solution](#)

671.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[PvPro's solution](#)

672.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[PvPro's solution](#)

673.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[PvPro's solution](#)

674.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[PvPro's solution](#)

675.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[PvPro's solution](#)

676.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[PvPro's solution](#)

677.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[PvPro's solution](#)

678.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[PvPro's solution](#)

679.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[PvPro's solution](#)

680.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[PvPro's solution](#)

681.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[PvPro's solution](#)

682.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[PvPro's solution](#)

683.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[PvPro's solution](#)

684.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[PvPro's solution](#)

685.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[PvPro's solution](#)

686.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[PvPro's solution](#)

687.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[PvPro's solution](#)

688.

1943E1

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

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[PvPro's solution](#)

689.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[PvPro's solution](#)

690.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[PvPro's solution](#)

691.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[PvPro's solution](#)

692.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[PvPro's solution](#)

693.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[PvPro's solution](#)

694.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[PvPro's solution](#)

695.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[PvPro's solution](#)

696.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[PvPro's solution](#)

697.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[PvPro's solution](#)

698.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[PvPro's solution](#)

699.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[PvPro's solution](#)

700.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[PvPro's solution](#)

701.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[PvPro's solution](#)

702.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[PvPro's solution](#)

703.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[PvPro's solution](#)

704.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[PvPro's solution](#)

705.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[PvPro's solution](#)

706.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[PvPro's solution](#)

707.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[PvPro's solution](#)

708.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[PvPro's solution](#)

709.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[PvPro's solution](#)

710.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[PvPro's solution](#)

711.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[PvPro's solution](#)

712.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[PvPro's solution](#)

713.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[PvPro's solution](#)

714.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[PvPro's solution](#)

715.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[PvPro's solution](#)

716.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[PvPro's solution](#)

717.

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[PvPro's solution](#)

718.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[PvPro's solution](#)

719.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[PvPro's solution](#)

720.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[PvPro's solution](#)

721.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3300 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[PvPro's solution](#)

722.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[PvPro's solution](#)

723.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[PvPro's solution](#)

724.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

725.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

726.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

727.

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

728.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

729.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

730.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

731.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

732.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

733.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

734.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

735.

106225B

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

Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

736.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

737.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

738.

106225D

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

Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

739.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · last AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

740.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

741.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

742.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

743.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

744.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

745.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

746.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[PvPro's solution](#)

747.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[PvPro's solution](#)

748.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,199 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[PvPro's solution](#)

749.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[PvPro's solution](#)

750.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,968 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[PvPro's solution](#)

751.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-03 · Python 3 (first AC) · Tags: *special, brute force, games, interactive

[PvPro's solution](#)

752.

105972J

[B,UDT&C BCÔ>CR ACä1CTACT4Cä2C =C,,5](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

753.

105972M

[Madoka and The Olympiad in Novosibirsk](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

754.

105972H

[A&C&Cô:C 0C >CÔ5CÄ5CÔBC](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

755.

105972I

[A&C&CÄ8CÔ>](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

756.

105972E

[B-00Ä&C`5D\\$K-D 0CÄ>C`5D\\$K](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

757.

105972L

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

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

758.

105972F

[A6CD\\$6D,,5D BC\\$8CR ?Câ CCÔ8C\\$5D AC,,BCTBD0](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

759.

105972G

[A 50ts060D =C O D 0C >D\\$0 D ?C <DôBDÂN](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

760.

105972D

[A`5C=FC,,8 C" \\$Tôâ5T•](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

761.

105972A

[Photos in Flight](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

762.

105972C

[Bitwise Characteristic of a Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

763.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[PvPro's solution](#)

764.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

765.

105112H

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

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

766.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

767.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

768.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · last AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

769.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

770.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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771.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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772.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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773.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

774.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

775.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

776.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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777.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

778.

104520K

[Med and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

779.

104520I

[Easy Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PvPro's solution](#)

780.

104520F

[Maximum Trust](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PvPro's solution](#)

781.

104520E

[Evil problemsetters](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PvPro's solution](#)

782.

104520C

[Largest Palindromic Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PvPro's solution](#)

783.

104520H

[Permutator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PvPro's solution](#)

784.

104520D

[Yet Another Math Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PvPro's solution](#)

785.

104520B

[Restaurant Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PvPro's solution](#)

786.

104520A

[Who is cooking?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PvPro's solution](#)

787.

105870A

[Beautiful Bracelets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

788.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

789.

103469K

[K-onstruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

790.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

791.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

792.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

793.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

794.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

795.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

796.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

797.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

798.

103438H

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

799.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

800.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

801.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

802.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

803.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

804.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

805.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

806.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

807.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

808.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

809.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

810.

104316E

[B 5C < C](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

811.

104316H

[ADS 48 C" C`LDd5](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[PvPro's solution](#)

812.

104316J

[AÄÖDäC,,:](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

813.

104316B

[AäGÖT@CT4CÔ0Dò 7C 4C GC ?D > Ct0Cô@CäAD² =C 4CT@CT2CP](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

814.

104316K

[AÄBÖ,ÖC, OC ;Cä:C€](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

815.

104316F

[A`8D8Dd0 C, ?Cä;CÔKC' >C ECä4 CD@CT2C](#)

Rating: — · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

816.

104316A

[A ;Cü#DiaC,,5 Cò5D 5D BC =Cä2Cα8...](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

817.

104316G

[A↵CÔAD\\$@D4:D\\$8C\\$=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

818.

104316I

[AD↵CäBD ?CT@CT4 C\\$KC`5D\\$>CÄ](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

819.

104316C

[AÔCÖED >DòBCÔKCR ?D 8Cα;DäGCT=C,,O AD6Cä Cd>](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

820.

104316L

[AÔCÖ\\$CR 8CÄO Bâ@D°](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

821.

105535I

[Imperial Decree · Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

822.

105535B

[Byte Pair Encoding · Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

823.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

824.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

825.

105535G

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

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

826.

105535K

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

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

827.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

828.

105535A

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

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

829.

105535L

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

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

830.

105535H

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

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

831.

102331D

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

832.

102331F

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

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

833.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

834.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

835.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

836.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

837.

102137F

[A5D i5C 8C\\$0CÔ8Dö](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

838.

102137E

[BFG9000](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

839.

102137A

[Aö;C BD°](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

840.

102137C

[AD>OÄ0D,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

841.

102137H

[AÄ>O;iaCä<CT@C](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

842.

102137K

[A\\$%CöG 8 Cä2DdK](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

843.

102137D

[AD>O@Cä ?Cä6C ;Cä2C BDÂ 2 A B4 B](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

844.

102137I

[A#20u@D\\$8D C C, 4C GD2 2 Cö@C,,4C GDO](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

845.

102137J

[A00D\\$D,,5D BC\\$8Dò C =C€](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

846.

102137G

[A#BCà?Cä1CT4C,,B?](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

847.

102137B

[B430409 Dt8D ;Câ](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

848.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

849.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

850.

104094H

[One-dimensional Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

851.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

852.

104094I

[Soviet Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

853.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

854.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

855.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

856.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

857.

103369E

[Aa=0007=-CαCD A Cô> DD8Ct:D4;DÄBD4@CP](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

858.

103369C

[A67000D" =C 4 Cä7CT@Cä<](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

859.

103369H

[ATICR>0D=C 8C4@C A DD8D,,;C <C€](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

860.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

861.

103369I

[B\\$0D4C00Dò 7C 4C GC](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

862.

103369B

[B4C0GD\\$>Cd5C08CR <C AD 8C\\$0](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

863.

103369J

[AD5D\\$A0080' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PvPro's solution](#)

864.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

865.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

866.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

867.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

868.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

869.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

870.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

871.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

872.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[PvPro's solution](#)

873.

104244D

[A<0D&1 CD>CÄ>C•](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

874.

104244B

[A<0C0C0C0C ?Cä4C @C#>C](#)

Rating: — · first AC: 2025-03-04 · last AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

875.

104243B

[Bd5C0K CÔ0 C 5CÔ7C,,=](#)

Rating: — · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

876.

104243C

[A<0D0C 5C\\$AC#0Dò 7C 4C GC](#)

Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

877.

104243D

[AÄ001K#0C `LCÔKC' DCTAD\\$8C\\$0C `L](#)

Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[PvPro's solution](#)

878.

103643Q

[Kirito's Password](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

879.

103643M

[Thomas Game Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

880.

103643L

[Circle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

881.

103643N

[Chiisana Boukensha](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[PvPro's solution](#)

882.

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