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Unique solved — RDFZchenyy

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

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Filters: none

Count: 608

1.

144A

[Arrival of the General](#) · [Tutorial](#)

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2.

1661A

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3.

2183A

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4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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6.

2180A

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Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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7.

1941A

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Quality: 47,699 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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8.

2157A

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

Quality: 16,496 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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9.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

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10.

2152A

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11.

2127A

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Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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12.

2122A

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Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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13.

1538A

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14.

1719B

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

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15.

1397A

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16.

1760C

[Advantage](#) · [Tutorial](#)

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17.

1760A

[Medium Number](#) · [Tutorial](#)

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18.

1781A

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19.

1085A

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20.

1736A

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21.

1560A

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Quality: 73,515 global accepts · Rating: 800 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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22.

1946A

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23.

894A

[QAQ](#) · [Tutorial](#)

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24.

1592A

[Gamer Hemose](#) · [Tutorial](#)

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25.

999A

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26.

1884A

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27.

1772B

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28.

2084A

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29.

2062A

[String](#) · [Tutorial](#)

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30.

2061A

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31.

2056A

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32.

1955A

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33.

2034A

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34.

946A

[Partition](#) · [Tutorial](#)

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35.

1660B

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36.

1743B

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37.

12A

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38.

1974A

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[RDFZchenyy's solution](#)

39.

1270A

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40.

1466A

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41.

1520B

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42.

1704A

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43.

2039A

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44.

2029A

[Set](#) · [Tutorial](#)

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45.

1993A

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46.

1997A

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47.

1991A

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48.

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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49.

1976A

[Verify Password](#) · [Tutorial](#)

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50.

1942A

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Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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51.

1923A

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52.

1930A

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53.

1929B

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54.

1929A

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55.

1931B

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Quality: 35,368 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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56.

1931A

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57.

1927A

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[RDFZchenyy's solution](#)

58.

1325B

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[RDFZchenyy's solution](#)

59.

1918A

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60.

1925A

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61.

1922A

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62.

1913A

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63.

1895B

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64.

1895A

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65.

1706A

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66.

1825A

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

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67.

1823A

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68.

1776A

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69.

1788A

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70.

1778A

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71.

1780A

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

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72.

1792A

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Quality: 30,976 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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73.

1777A

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74.

1782A

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Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

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75.

1783A

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76.

1768A

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77.

1779A

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78.

1731A

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[RDFZchenyy's solution](#)

79.

1759B

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Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math

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80.

1759A

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Quality: 32,665 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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81.

1748A

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82.

1615A

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[RDFZchenyy's solution](#)

83.

2178B

[Impost or Sus](#) · [Tutorial](#)

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84.

1941C

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85.

2157B

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86.

2171B

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87.

2062B

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88.

1988B

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89.

1988A

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90.

1927B

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91.

1918B

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92.

1705B

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93.

1823B

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Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

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94.

1777B

[Emordnilap](#) · [Tutorial](#)

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95.

1768B

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96.

1779B

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97.

1941B

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98.

2034B

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99.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[RDFZchenyy's solution](#)

100.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[RDFZchenyy's solution](#)

101.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,889 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[RDFZchenyy's solution](#)

102.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[RDFZchenyy's solution](#)

103.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,266 global accepts · Rating: 1000 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: strings
[RDFZchenyy's solution](#)

104.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[RDFZchenyy's solution](#)

105.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[RDFZchenyy's solution](#)

106.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[RDFZchenyy's solution](#)

107.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RDFZchenyy's solution](#)

108.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[RDFZchenyy's solution](#)

109.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[RDFZchenyy's solution](#)

110.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RDFZchenyy's solution](#)

111.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,254 global accepts · Rating: 1000 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[RDFZchenyy's solution](#)

112.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RDFZchenyy's solution](#)

113.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[RDFZchenyy's solution](#)

114.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RDFZchenyy's solution](#)

115.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[RDFZchenyy's solution](#)

116.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[RDFZchenyy's solution](#)

117.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RDFZchenyy's solution](#)

118.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[RDFZchenyy's solution](#)

119.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RDFZchenyy's solution](#)

120.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[RDFZchenyy's solution](#)

121.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[RDFZchenyy's solution](#)

122.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RDFZchenyy's solution](#)

123.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[RDFZchenyy's solution](#)

124.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,559 global accepts · Rating: 1100 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[RDFZchenyy's solution](#)

125.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RDFZchenyy's solution](#)

126.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[RDFZchenyy's solution](#)

127.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[RDFZchenyy's solution](#)

128.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,978 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[RDFZchenyy's solution](#)

129.

1783B

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

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RDFZchenyy's solution](#)

130.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RDFZchenyy's solution](#)

131.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[RDFZchenyy's solution](#)

132.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[RDFZchenyy's solution](#)

133.

2196A

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

Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[RDFZchenyy's solution](#)

134.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[RDFZchenyy's solution](#)

135.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RDFZchenyy's solution](#)

136.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[RDFZchenyy's solution](#)

137.

2174A

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

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[RDFZchenyy's solution](#)

138.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation

[RDFZchenyy's solution](#)

139.

2062C

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

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

[RDFZchenyy's solution](#)

140.

2056C

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

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

[RDFZchenyy's solution](#)

141.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[RDFZchenyy's solution](#)

142.

1925B

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

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

[RDFZchenyy's solution](#)

143.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[RDFZchenyy's solution](#)

144.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RDFZchenyy's solution](#)

145.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RDFZchenyy's solution](#)

146.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[RDFZchenyy's solution](#)

147.

2152B

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

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[RDFZchenyy's solution](#)

148.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,702 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[RDFZchenyy's solution](#)

149.

2127B

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

Quality: 13,496 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[RDFZchenyy's solution](#)

150.

2056B

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

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

[RDFZchenyy's solution](#)

151.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[RDFZchenyy's solution](#)

152.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RDFZchenyy's solution](#)

153.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[RDFZchenyy's solution](#)

154.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,634 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[RDFZchenyy's solution](#)

155.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,183 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[RDFZchenyy's solution](#)

156.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RDFZchenyy's solution](#)

157.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[RDFZchenyy's solution](#)

158.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[RDFZchenyy's solution](#)

159.

1776H

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

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

[RDFZchenyy's solution](#)

160.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[RDFZchenyy's solution](#)

161.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RDFZchenyy's solution](#)

162.

1775B

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

Quality: 20,738 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[RDFZchenyy's solution](#)

163.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[RDFZchenyy's solution](#)

164.

2190B1

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

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[RDFZchenyy's solution](#)

165.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[RDFZchenyy's solution](#)

166.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,257 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RDFZchenyy's solution](#)

167.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[RDFZchenyy's solution](#)

168.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,846 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[RDFZchenyy's solution](#)

169.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[RDFZchenyy's solution](#)

170.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[RDFZchenyy's solution](#)

171.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[RDFZchenyy's solution](#)

172.

2084C

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

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

[RDFZchenyy's solution](#)

173.

2034C

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

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

[RDFZchenyy's solution](#)

174.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RDFZchenyy's solution](#)

175.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[RDFZchenyy's solution](#)

176.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[RDFZchenyy's solution](#)

177.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[RDFZchenyy's solution](#)

178.

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[RDFZchenyy's solution](#)

179.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[RDFZchenyy's solution](#)

180.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[RDFZchenyy's solution](#)

181.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[RDFZchenyy's solution](#)

182.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[RDFZchenyy's solution](#)

183.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[RDFZchenyy's solution](#)

184.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,188 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[RDFZchenyy's solution](#)

185.

1490F

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

Quality: 18,384 global accepts · Rating: 1500 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[RDFZchenyy's solution](#)

186.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[RDFZchenyy's solution](#)

187.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[RDFZchenyy's solution](#)

188.

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1500 · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: —

[RDFZchenyy's solution](#)

189.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[RDFZchenyy's solution](#)

190.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[RDFZchenyy's solution](#)

191.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[RDFZchenyy's solution](#)

192.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[RDFZchenyy's solution](#)

193.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[RDFZchenyy's solution](#)

194.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[RDFZchenyy's solution](#)

195.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[RDFZchenyy's solution](#)

196.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,760 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[RDFZchenyy's solution](#)

197.

1759E

[The Humanoid](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

198.

2196B

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

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[RDFZchenyy's solution](#)

199.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: games

[RDFZchenyy's solution](#)

200.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[RDFZchenyy's solution](#)

201.

2157D

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

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[RDFZchenyy's solution](#)

202.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[RDFZchenyy's solution](#)

203.

888D

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

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RDFZchenyy's solution](#)

204.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[RDFZchenyy's solution](#)

205.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[RDFZchenyy's solution](#)

206.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[RDFZchenyy's solution](#)

207.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

208.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[RDFZchenyy's solution](#)

209.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[RDFZchenyy's solution](#)

210.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[RDFZchenyy's solution](#)

211.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1600 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[RDFZchenyy's solution](#)

212.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RDFZchenyy's solution](#)

213.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RDFZchenyy's solution](#)

214.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[RDFZchenyy's solution](#)

215.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[RDFZchenyy's solution](#)

216.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[RDFZchenyy's solution](#)

217.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[RDFZchenyy's solution](#)

218.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[RDFZchenyy's solution](#)

219.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RDFZchenyy's solution](#)

220.

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

[RDFZchenyy's solution](#)

221.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[RDFZchenyy's solution](#)

222.

2018C

[Tree Pruning](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

223.

2006A

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

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

[RDFZchenyy's solution](#)

224.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[RDFZchenyy's solution](#)

225.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[RDFZchenyy's solution](#)

226.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[RDFZchenyy's solution](#)

227.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[RDFZchenyy's solution](#)

228.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RDFZchenyy's solution](#)

229.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[RDFZchenyy's solution](#)

230.

1776F

[Train Splitting](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

231.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[RDFZchenyy's solution](#)

232.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[RDFZchenyy's solution](#)

233.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[RDFZchenyy's solution](#)

234.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[RDFZchenyy's solution](#)

235.

2196C1

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

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[RDFZchenyy's solution](#)

236.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[RDFZchenyy's solution](#)

237.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[RDFZchenyy's solution](#)

238.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[RDFZchenyy's solution](#)

239.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[RDFZchenyy's solution](#)

240.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[RDFZchenyy's solution](#)

241.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[RDFZchenyy's solution](#)

242.

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

[RDFZchenyy's solution](#)

243.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[RDFZchenyy's solution](#)

244.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[RDFZchenyy's solution](#)

245.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[RDFZchenyy's solution](#)

246.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[RDFZchenyy's solution](#)

247.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[RDFZchenyy's solution](#)

248.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[RDFZchenyy's solution](#)

249.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[RDFZchenyy's solution](#)

250.

2180C

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

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[RDFZchenyy's solution](#)

251.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RDFZchenyy's solution](#)

252.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[RDFZchenyy's solution](#)

253.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, number theory

[RDFZchenyy's solution](#)

254.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[RDFZchenyy's solution](#)

255.

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[RDFZchenyy's solution](#)

256.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[RDFZchenyy's solution](#)

257.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 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

[RDFZchenyy's solution](#)

258.

2018B

[Speedbreaker](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

259.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[RDFZchenyy's solution](#)

260.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[RDFZchenyy's solution](#)

261.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[RDFZchenyy's solution](#)

262.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[RDFZchenyy's solution](#)

263.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[RDFZchenyy's solution](#)

264.

1925D

[Good Trip](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

265.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[RDFZchenyy's solution](#)

266.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[RDFZchenyy's solution](#)

267.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[RDFZchenyy's solution](#)

268.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[RDFZchenyy's solution](#)

269.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[RDFZchenyy's solution](#)

270.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[RDFZchenyy's solution](#)

271.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[RDFZchenyy's solution](#)

272.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[RDFZchenyy's solution](#)

273.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RDFZchenyy's solution](#)

274.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[RDFZchenyy's solution](#)

275.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[RDFZchenyy's solution](#)

276.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number

theory, trees

[RDFZchenyy's solution](#)

277.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[RDFZchenyy's solution](#)

278.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[RDFZchenyy's solution](#)

279.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[RDFZchenyy's solution](#)

280.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[RDFZchenyy's solution](#)

281.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RDFZchenyy's solution](#)

282.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[RDFZchenyy's solution](#)

283.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[RDFZchenyy's solution](#)

284.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, trees

[RDFZchenyy's solution](#)

285.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[RDFZchenyy's solution](#)

286.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[RDFZchenyy's solution](#)

287.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[RDFZchenyy's solution](#)

288.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[RDFZchenyy's solution](#)

289.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[RDFZchenyy's solution](#)

290.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[RDFZchenyy's solution](#)

291.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[RDFZchenyy's solution](#)

292.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[RDFZchenyy's solution](#)

293.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[RDFZchenyy's solution](#)

294.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[RDFZchenyy's solution](#)

295.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[RDFZchenyy's solution](#)

296.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[RDFZchenyy's solution](#)

297.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[RDFZchenyy's solution](#)

298.

2150C

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

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[RDFZchenyy's solution](#)

299.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[RDFZchenyy's solution](#)

300.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[RDFZchenyy's solution](#)

301.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[RDFZchenyy's solution](#)

302.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RDFZchenyy's solution](#)

303.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RDFZchenyy's solution](#)

304.

2029E

[Common Generator](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

305.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry

[RDFZchenyy's solution](#)

306.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[RDFZchenyy's solution](#)

307.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[RDFZchenyy's solution](#)

308.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[RDFZchenyy's solution](#)

309.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RDFZchenyy's solution](#)

310.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[RDFZchenyy's solution](#)

311.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[RDFZchenyy's solution](#)

312.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, implementation, math

[RDFZchenyy's solution](#)

313.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[RDFZchenyy's solution](#)

314.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RDFZchenyy's solution](#)

315.

2062D

[Balanced Tree](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

316.

2056D

[Unique Median](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

317.

279D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[RDFZchenyy's solution](#)

318.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[RDFZchenyy's solution](#)

319.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[RDFZchenyy's solution](#)

320.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[RDFZchenyy's solution](#)

321.

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

[RDFZchenyy's solution](#)

322.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[RDFZchenyy's solution](#)

323.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[RDFZchenyy's solution](#)

324.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[RDFZchenyy's solution](#)

325.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[RDFZchenyy's solution](#)

326.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[RDFZchenyy's solution](#)

327.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[RDFZchenyy's solution](#)

328.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[RDFZchenyy's solution](#)

329.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[RDFZchenyy's solution](#)

330.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs

[RDFZchenyy's solution](#)

331.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[RDFZchenyy's solution](#)

332.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[RDFZchenyy's solution](#)

333.

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[RDFZchenyy's solution](#)

334.

2180E

[No Effect XOR](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

335.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities

[RDFZchenyy's solution](#)

336.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[RDFZchenyy's solution](#)

337.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[RDFZchenyy's solution](#)

338.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[RDFZchenyy's solution](#)

339.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[RDFZchenyy's solution](#)

340.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[RDFZchenyy's solution](#)

341.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[RDFZchenyy's solution](#)

342.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[RDFZchenyy's solution](#)

343.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[RDFZchenyy's solution](#)

344.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[RDFZchenyy's solution](#)

345.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[RDFZchenyy's solution](#)

346.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar,

graphs, interactive, shortest paths, trees

[RDFZchenyy's solution](#)

347.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, math

[RDFZchenyy's solution](#)

348.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[RDFZchenyy's solution](#)

349.

2157F

[Git Gud](#) · [Tutorial](#)

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

[RDFZchenyy's solution](#)

350.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[RDFZchenyy's solution](#)

351.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RDFZchenyy's solution](#)

352.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-02-08 · last AC: 2025-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[RDFZchenyy's solution](#)

353.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory

[RDFZchenyy's solution](#)

354.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[RDFZchenyy's solution](#)

355.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[RDFZchenyy's solution](#)

356.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[RDFZchenyy's solution](#)

357.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[RDFZchenyy's solution](#)

358.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[RDFZchenyy's solution](#)

359.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[RDFZchenyy's solution](#)

360.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[RDFZchenyy's solution](#)

361.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[RDFZchenyy's solution](#)

362.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[RDFZchenyy's solution](#)

363.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[RDFZchenyy's solution](#)

364.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[RDFZchenyy's solution](#)

365.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[RDFZchenyy's solution](#)

366.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[RDFZchenyy's solution](#)

367.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[RDFZchenyy's solution](#)

368.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[RDFZchenyy's solution](#)

369.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[RDFZchenyy's solution](#)

370.

915F

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

Quality: 3,053 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[RDFZchenyy's solution](#)

371.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[RDFZchenyy's solution](#)

372.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[RDFZchenyy's solution](#)

373.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RDFZchenyy's solution](#)

374.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[RDFZchenyy's solution](#)

375.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[RDFZchenyy's solution](#)

376.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities

[RDFZchenyy's solution](#)

377.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[RDFZchenyy's solution](#)

378.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[RDFZchenyy's solution](#)

379.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[RDFZchenyy's solution](#)

380.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RDFZchenyy's solution](#)

381.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[RDFZchenyy's solution](#)

382.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[RDFZchenyy's solution](#)

383.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[RDFZchenyy's solution](#)

384.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[RDFZchenyy's solution](#)

385.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[RDFZchenyy's solution](#)

386.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,435 global accepts · Rating: 2400 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RDFZchenyy's solution](#)

387.

676E

[The Last Fight Between Human and AI](#) · Tutorial

Quality: 942 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[RDFZchenyy's solution](#)

388.

1984E

[Shuffle](#) · Tutorial

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[RDFZchenyy's solution](#)

389.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[RDFZchenyy's solution](#)

390.

1981D

[Turtle and Multiplication](#) · Tutorial

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[RDFZchenyy's solution](#)

391.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · Tutorial

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[RDFZchenyy's solution](#)

392.

749E

[Inversions After Shuffle](#) · Tutorial

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[RDFZchenyy's solution](#)

393.

920D

[Tanks](#) · Tutorial

Quality: 809 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RDFZchenyy's solution](#)

394.

2030F

[Orangutan Approved Subarrays](#) · Tutorial

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[RDFZchenyy's solution](#)

395.

2032E

[Balanced](#) · Tutorial

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[RDFZchenyy's solution](#)

396.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[RDFZchenyy's solution](#)

397.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[RDFZchenyy's solution](#)

398.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[RDFZchenyy's solution](#)

399.

865D

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

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[RDFZchenyy's solution](#)

400.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[RDFZchenyy's solution](#)

401.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[RDFZchenyy's solution](#)

402.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[RDFZchenyy's solution](#)

403.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[RDFZchenyy's solution](#)

404.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[RDFZchenyy's solution](#)

405.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[RDFZchenyy's solution](#)

406.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[RDFZchenyy's solution](#)

407.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[RDFZchenyy's solution](#)

408.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[RDFZchenyy's solution](#)

409.

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[RDFZchenyy's solution](#)

410.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[RDFZchenyy's solution](#)

411.

1788F

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

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[RDFZchenyy's solution](#)

412.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[RDFZchenyy's solution](#)

413.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[RDFZchenyy's solution](#)

414.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[RDFZchenyy's solution](#)

415.

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[RDFZchenyy's solution](#)

416.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RDFZchenyy's solution](#)

417.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[RDFZchenyy's solution](#)

418.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[RDFZchenyy's solution](#)

419.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[RDFZchenyy's solution](#)

420.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RDFZchenyy's solution](#)

421.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[RDFZchenyy's solution](#)

422.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[RDFZchenyy's solution](#)

423.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[RDFZchenyy's solution](#)

424.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[RDFZchenyy's solution](#)

425.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RDFZchenyy's solution](#)

426.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[RDFZchenyy's solution](#)

427.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[RDFZchenyy's solution](#)

428.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[RDFZchenyy's solution](#)

429.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[RDFZchenyy's solution](#)

430.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[RDFZchenyy's solution](#)

431.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[RDFZchenyy's solution](#)

432.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[RDFZchenyy's solution](#)

433.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[RDFZchenyy's solution](#)

434.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[RDFZchenyy's solution](#)

435.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[RDFZchenyy's solution](#)

436.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[RDFZchenyy's solution](#)

437.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[RDFZchenyy's solution](#)

438.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[RDFZchenyy's solution](#)

439.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2026-02-16 · last AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[RDFZchenyy's solution](#)

440.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[RDFZchenyy's solution](#)

441.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RDFZchenyy's solution](#)

442.

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[RDFZchenyy's solution](#)

443.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[RDFZchenyy's solution](#)

444.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[RDFZchenyy's solution](#)

445.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[RDFZchenyy's solution](#)

446.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[RDFZchenyy's solution](#)

447.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy,

shortest paths

[RDFZchenyy's solution](#)

448.

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[RDFZchenyy's solution](#)

449.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[RDFZchenyy's solution](#)

450.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[RDFZchenyy's solution](#)

451.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RDFZchenyy's solution](#)

452.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RDFZchenyy's solution](#)

453.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[RDFZchenyy's solution](#)

454.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[RDFZchenyy's solution](#)

455.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[RDFZchenyy's solution](#)

456.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[RDFZchenyy's solution](#)

457.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[RDFZchenyy's solution](#)

458.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[RDFZchenyy's solution](#)

459.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[RDFZchenyy's solution](#)

460.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[RDFZchenyy's solution](#)

461.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[RDFZchenyy's solution](#)

462.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[RDFZchenyy's solution](#)

463.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[RDFZchenyy's solution](#)

464.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[RDFZchenyy's solution](#)

465.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[RDFZchenyy's solution](#)

466.

897E

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

Rating: 2600 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RDFZchenyy's solution](#)

467.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[RDFZchenyy's solution](#)

468.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[RDFZchenyy's solution](#)

469.

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, trees

[RDFZchenyy's solution](#)

470.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[RDFZchenyy's solution](#)

471.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RDFZchenyy's solution](#)

472.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[RDFZchenyy's solution](#)

473.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[RDFZchenyy's solution](#)

474.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: flows

[RDFZchenyy's solution](#)

475.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[RDFZchenyy's solution](#)

476.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-12-23 · last AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[RDFZchenyy's solution](#)

477.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RDFZchenyy's solution](#)

478.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[RDFZchenyy's solution](#)

479.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[RDFZchenyy's solution](#)

480.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[RDFZchenyy's solution](#)

481.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[RDFZchenyy's solution](#)

482.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[RDFZchenyy's solution](#)

483.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[RDFZchenyy's solution](#)

484.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[RDFZchenyy's solution](#)

485.

2009G3

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

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-19 · last AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[RDFZchenyy's solution](#)

486.

864F

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

Quality: 675 global accepts · Rating: 2700 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[RDFZchenyy's solution](#)

487.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[RDFZchenyy's solution](#)

488.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices
[RDFZchenyy's solution](#)

489.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
[RDFZchenyy's solution](#)

490.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities
[RDFZchenyy's solution](#)

491.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[RDFZchenyy's solution](#)

492.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-02-08 · last AC: 2025-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[RDFZchenyy's solution](#)

493.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[RDFZchenyy's solution](#)

494.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-11-18 · last AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees
[RDFZchenyy's solution](#)

495.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[RDFZchenyy's solution](#)

496.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: flows
[RDFZchenyy's solution](#)

497.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees
[RDFZchenyy's solution](#)

498.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[RDFZchenyy's solution](#)

499.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[RDFZchenyy's solution](#)

500.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: flows

[RDFZchenyy's solution](#)

501.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[RDFZchenyy's solution](#)

502.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[RDFZchenyy's solution](#)

503.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[RDFZchenyy's solution](#)

504.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RDFZchenyy's solution](#)

505.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[RDFZchenyy's solution](#)

506.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[RDFZchenyy's solution](#)

507.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[RDFZchenyy's solution](#)

508.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees
[RDFZchenyy's solution](#)

509.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp
[RDFZchenyy's solution](#)

510.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[RDFZchenyy's solution](#)

511.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings
[RDFZchenyy's solution](#)

512.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[RDFZchenyy's solution](#)

513.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices
[RDFZchenyy's solution](#)

514.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[RDFZchenyy's solution](#)

515.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[RDFZchenyy's solution](#)

516.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers
[RDFZchenyy's solution](#)

517.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[RDFZchenyy's solution](#)

518.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[RDFZchenyy's solution](#)

519.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory

[RDFZchenyy's solution](#)

520.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[RDFZchenyy's solution](#)

521.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[RDFZchenyy's solution](#)

522.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[RDFZchenyy's solution](#)

523.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[RDFZchenyy's solution](#)

524.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[RDFZchenyy's solution](#)

525.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[RDFZchenyy's solution](#)

526.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[RDFZchenyy's solution](#)

527.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[RDFZchenyy's solution](#)

528.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[RDFZchenyy's solution](#)

529.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, greedy

[RDFZchenyy's solution](#)

530.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[RDFZchenyy's solution](#)

531.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[RDFZchenyy's solution](#)

532.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[RDFZchenyy's solution](#)

533.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[RDFZchenyy's solution](#)

534.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[RDFZchenyy's solution](#)

535.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, matrices

[RDFZchenyy's solution](#)

536.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[RDFZchenyy's solution](#)

537.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[RDFZchenyy's solution](#)

538.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[RDFZchenyy's solution](#)

539.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[RDFZchenyy's solution](#)

540.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[RDFZchenyy's solution](#)

541.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[RDFZchenyy's solution](#)

542.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[RDFZchenyy's solution](#)

543.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RDFZchenyy's solution](#)

544.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[RDFZchenyy's solution](#)

545.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[RDFZchenyy's solution](#)

546.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[RDFZchenyy's solution](#)

547.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[RDFZchenyy's solution](#)

548.

1920F2

[Smooth Sailing \(Hard Version\) · Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[RDFZchenyy's solution](#)

549.

1110G

[Tree-Tac-Toe · Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, trees

[RDFZchenyy's solution](#)

550.

1476G

[Minimum Difference · Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, sortings, two pointers

[RDFZchenyy's solution](#)

551.

571D

[Campus · Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, trees

[RDFZchenyy's solution](#)

552.

587D

[Duff in Mafia · Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search

[RDFZchenyy's solution](#)

553.

715D

[Create a Maze · Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[RDFZchenyy's solution](#)

554.

809E

[Surprise me! · Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, trees

[RDFZchenyy's solution](#)

555.

1948G

[MST with Matching · Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[RDFZchenyy's solution](#)

556.

679E

[Bear and Bad Powers of 42 · Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RDFZchenyy's solution](#)

557.

453E

[Little Pony and Lord Tirek · Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RDFZchenyy's solution](#)

558.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[RDFZchenyy's solution](#)

559.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[RDFZchenyy's solution](#)

560.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[RDFZchenyy's solution](#)

561.

407E

[k-d-sequence](#) · [Tutorial](#)

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562.

908H

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563.

704D

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564.

1628E

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565.

1239E

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566.

708E

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567.

896E

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568.

1458D

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569.

765F

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570.

176E

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571.

521E

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572.

1740G

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573.

720C

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574.

1034E

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575.

786E

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Quality: 753 global accepts · Rating: 3200 · first AC: 2025-12-27 · last AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

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576.

1037H

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577.

1621G

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578.

590E

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579.

1608F

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580.

1025G

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581.

1149E

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582.

1349D

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[RDFZchenyy's solution](#)

583.

1810G

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584.

674G

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Rating: 3200 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[RDFZchenyy's solution](#)

585.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[RDFZchenyy's solution](#)

586.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[RDFZchenyy's solution](#)

587.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[RDFZchenyy's solution](#)

588.

1495E

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Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[RDFZchenyy's solution](#)

589.

582D

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Quality: 739 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
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590.

1063F

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Quality: 1,010 global accepts · Rating: 3300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, string suffix structures

[RDFZchenyy's solution](#)

591.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[RDFZchenyy's solution](#)

592.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[RDFZchenyy's solution](#)

593.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[RDFZchenyy's solution](#)

594.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[RDFZchenyy's solution](#)

595.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-08-17 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[RDFZchenyy's solution](#)

596.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[RDFZchenyy's solution](#)

597.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[RDFZchenyy's solution](#)

598.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[RDFZchenyy's solution](#)

599.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[RDFZchenyy's solution](#)

600.

1630F

[Making It Bipartite](#) · [Tutorial](#)

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[RDFZchenyy's solution](#)

601.

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[RDFZchenyy's solution](#)

602.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[RDFZchenyy's solution](#)

603.

1776E

[Crossing the Railways](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[RDFZchenyy's solution](#)

604.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[RDFZchenyy's solution](#)

605.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[RDFZchenyy's solution](#)

606.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[RDFZchenyy's solution](#)

607.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[RDFZchenyy's solution](#)

608.

101773E

[Max \$\mathcal{B}\$ -Matching](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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