

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

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# Unique solved — Ryeh1

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

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Filters: none

Count: 339

1.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Ryeh1's solution](#)

2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-11-29 · last AC: 2024-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Ryeh1's solution](#)

3.

1980B

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Quality: 38,505 global accepts · Rating: 800 · first AC: 2024-06-11 · last AC: 2024-06-11 · Python 3 (first AC) · Tags: sortings

[Ryeh1's solution](#)

4.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ryeh1's solution](#)

5.

1968B

[Prefiqence](#) · [Tutorial](#)

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6.

1968A

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Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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7.

1946A

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Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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8.

1902A

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9.

158A

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Quality: 320,565 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

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**10.**

1901A

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**11.**

1898A

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Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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**12.**

1881A

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Quality: 59,384 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

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**13.**

1873D

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**14.**

1873C

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**15.**

1873B

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**16.**

1873A

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**17.**

1863A

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**18.**

1861A

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**19.**

1864A

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**20.**

1858A

[Buttons](#) · [Tutorial](#)

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**21.**

1856A

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**22.**

1855A

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**23.**

1849A

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**24.**

1851B

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**25.**

1851A

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**26.**

1853A

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**27.**

231A

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**28.**

71A

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**29.**

1844A

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**30.**

1847A

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**31.**

1845A

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**32.**

1842A

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**33.**

1843C

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**34.**

1843B

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**35.**

1843A

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1836A

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1834A

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**38.**

1796A

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**39.**

1688A

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**40.**

1527A

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**41.**

1698A

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**42.**

1421A

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**43.**

855A

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**44.**

1711A

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**45.**

266B

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**46.**

214A

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**47.**

1152A

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**48.**

1065A

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**49.**

92A

[Chips](#) · [Tutorial](#)

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401A

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**51.**

1104A

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**52.**

764A

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**53.**

294A

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

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**54.**

1623A

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**55.**

1619B

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**56.**

1096A

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**57.**

1091A

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**58.**

746A

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**59.**

1061A

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**60.**

1392B

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1300A

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**63.**

1207A

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**64.**

1180A

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**65.**

1560C

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**66.**

822A

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**67.**

734B

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**68.**

1547A

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**69.**

1368A

[C+=](#) · [Tutorial](#)

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**70.**

233A

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**71.**

1473A

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**72.**

1426A

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**73.**

1311A

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**74.**

151A

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**75.**

749A

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Quality: 57,102 global accepts · Rating: 800 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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**76.**

1433A

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**77.**

1370A

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**78.**

1360A

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**79.**

1367B

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**80.**

1374A

[Required Remainder](#) · [Tutorial](#)

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[Ryehl's solution](#)

**81.**

758A

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Quality: 75,317 global accepts · Rating: 800 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**82.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,737 global accepts · Rating: 800 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

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**83.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,155 global accepts · Rating: 800 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**84.**

472A

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**85.**

1352A

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

Quality: 104,157 global accepts · Rating: 800 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**86.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

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**87.**

732A

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**88.**

1409A

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**89.**

581A

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**90.**

750A

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**91.**

1335A

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**92.**

1328A

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**93.**

148A

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**94.**

200B

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**95.**

486A

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- 96.**  
617A  
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- 97.**  
546A  
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- 98.**  
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- 99.**  
1988B  
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- 100.**  
1988A  
[Split the Multiset](#) · [Tutorial](#)  
Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[Ryeh1's solution](#)
- 101.**  
1881B  
[Three Threadlets](#) · [Tutorial](#)  
Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[Ryeh1's solution](#)
- 102.**  
1860A  
[Not a Substring](#) · [Tutorial](#)  
Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[Ryeh1's solution](#)
- 103.**  
1856B  
[Good Arrays](#) · [Tutorial](#)  
Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[Ryeh1's solution](#)
- 104.**  
1855B  
[Longest Divisors Interval](#) · [Tutorial](#)  
Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[Ryeh1's solution](#)
- 105.**  
1848A  
[Vika and Her Friends](#) · [Tutorial](#)  
Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[Ryeh1's solution](#)
- 106.**  
1845B  
[Come Together](#) · [Tutorial](#)  
Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Ryehl's solution](#)

**107.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[Ryehl's solution](#)

**108.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Ryehl's solution](#)

**109.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ryehl's solution](#)

**110.**

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Ryehl's solution](#)

**111.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ryehl's solution](#)

**112.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Ryehl's solution](#)

**113.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ryehl's solution](#)

**114.**

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ryehl's solution](#)

**115.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Ryehl's solution](#)

**116.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ryehl's solution](#)

**117.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[Ryeh's solution](#)

**118.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Ryeh's solution](#)

**119.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Ryeh's solution](#)

**120.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers  
[Ryeh's solution](#)

**121.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths  
[Ryeh's solution](#)

**122.**

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Ryeh's solution](#)

**123.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Ryeh's solution](#)

**124.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[Ryeh's solution](#)

**125.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Ryeh's solution](#)

**126.**

221A

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

Quality: 16,805 global accepts · Rating: 1000 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Ryeh's solution](#)

**127.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[Ryeh's solution](#)

**128.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RyehI's solution](#)

**129.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RyehI's solution](#)

**130.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[RyehI's solution](#)

**131.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[RyehI's solution](#)

**132.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RyehI's solution](#)

**133.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[RyehI's solution](#)

**134.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RyehI's solution](#)

**135.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,835 global accepts · Rating: 1000 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[RyehI's solution](#)

**136.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[RyehI's solution](#)

**137.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[RyehI's solution](#)

**138.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[RyehI's solution](#)

**139.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,514 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Ryeh1's solution](#)

**140.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Ryeh1's solution](#)

**141.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Ryeh1's solution](#)

**142.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ryeh1's solution](#)

**143.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Ryeh1's solution](#)

**144.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ryeh1's solution](#)

**145.**

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Ryeh1's solution](#)

**146.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ryeh1's solution](#)

**147.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Ryeh1's solution](#)

**148.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Ryeh1's solution](#)

**149.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Ryehl's solution](#)

**150.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Ryehl's solution](#)

**151.**

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[Ryehl's solution](#)

**152.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Ryehl's solution](#)

**153.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,663 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Ryehl's solution](#)

**154.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Ryehl's solution](#)

**155.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Ryehl's solution](#)

**156.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Ryehl's solution](#)

**157.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Ryehl's solution](#)

**158.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Ryehl's solution](#)

**159.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp,

math, trees

[Ryehl's solution](#)

**160.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Ryehl's solution](#)

**161.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ryehl's solution](#)

**162.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Ryehl's solution](#)

**163.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Ryehl's solution](#)

**164.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Ryehl's solution](#)

**165.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ryehl's solution](#)

**166.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,352 global accepts · Rating: 1200 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Ryehl's solution](#)

**167.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ryehl's solution](#)

**168.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,887 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[Ryehl's solution](#)

**169.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Ryehl's solution](#)

**170.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Ryehl's solution](#)

**171.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Ryehl's solution](#)

**172.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Ryehl's solution](#)

**173.**

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ryehl's solution](#)

**174.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Ryehl's solution](#)

**175.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ryehl's solution](#)

**176.**

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ryehl's solution](#)

**177.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Ryehl's solution](#)

**178.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Ryehl's solution](#)

**179.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ryehl's solution](#)

**180.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Ryehl's solution](#)

**181.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Ryehl's solution](#)

**182.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Ryehl's solution](#)

**183.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Ryehl's solution](#)

**184.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[Ryehl's solution](#)

**185.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Ryehl's solution](#)

**186.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Ryehl's solution](#)

**187.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Ryehl's solution](#)

**188.**

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Ryehl's solution](#)

**189.**

1901C

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

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ryehl's solution](#)

**190.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,642 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Ryehl's solution](#)

**191.**

1860C

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

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Ryehl's solution](#)

**192.**

1844D

[Row Major](#) · [Tutorial](#)

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

[Ryehl's solution](#)

**193.**

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Ryehl's solution](#)

**194.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Ryehl's solution](#)

**195.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ryehl's solution](#)

**196.**

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2022-07-25 · last AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ryehl's solution](#)

**197.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[Ryehl's solution](#)

**198.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Ryehl's solution](#)

**199.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Ryehl's solution](#)

**200.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Ryehl's solution](#)

## 201.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Ryehl's solution](#)

## 202.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Ryehl's solution](#)

## 203.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[Ryehl's solution](#)

## 204.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,464 global accepts · Rating: 1400 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Ryehl's solution](#)

## 205.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Ryehl's solution](#)

## 206.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ryehl's solution](#)

## 207.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Ryehl's solution](#)

## 208.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,698 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryehl's solution](#)

## 209.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Ryehl's solution](#)

## 210.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, strings

[Ryehl's solution](#)

**211.**

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ryehl's solution](#)

**212.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Ryehl's solution](#)

**213.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Ryehl's solution](#)

**214.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ryehl's solution](#)

**215.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ryehl's solution](#)

**216.**

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryehl's solution](#)

**217.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,306 global accepts · Rating: 1500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, sortings

[Ryehl's solution](#)

**218.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Ryehl's solution](#)

**219.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Ryehl's solution](#)

**220.**

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Ryehl's solution](#)

**221.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ryehl's solution](#)

**222.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ryehl's solution](#)

**223.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryehl's solution](#)

**224.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[Ryehl's solution](#)

**225.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Ryehl's solution](#)

**226.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Ryehl's solution](#)

**227.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Ryehl's solution](#)

**228.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Ryehl's solution](#)

**229.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[Ryehl's solution](#)

**230.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Ryehl's solution](#)

**231.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Ryehl's solution](#)

**232.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Ryehl's solution](#)

**233.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Ryehl's solution](#)

**234.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Ryehl's solution](#)

**235.**

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ryehl's solution](#)

**236.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[Ryehl's solution](#)

**237.**

682C

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

Quality: 8,084 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ryehl's solution](#)

**238.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu

[Ryehl's solution](#)

**239.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Ryehl's solution](#)

**240.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 1600 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Ryehl's solution](#)

**241.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[Ryehl's solution](#)

**242.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

[Ryehl's solution](#)

**243.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[Ryehl's solution](#)

**244.**

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Ryehl's solution](#)

**245.**

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2023-11-23 · Mysterious Language (first AC) · Tags: \*special

[Ryehl's solution](#)

**246.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ryehl's solution](#)

**247.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Ryehl's solution](#)

**248.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Ryehl's solution](#)

**249.**

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Ryehl's solution](#)

**250.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Ryehl's solution](#)

**251.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Ryehl's solution](#)

**252.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Ryehl's solution](#)

**253.**

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Ryeh1's solution](#)

**254.**

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Ryeh1's solution](#)

**255.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ryeh1's solution](#)

**256.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryeh1's solution](#)

**257.**

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryeh1's solution](#)

**258.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryeh1's solution](#)

**259.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Ryeh1's solution](#)

**260.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[Ryeh1's solution](#)

**261.**

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,086 global accepts · Rating: 1700 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ryeh1's solution](#)

**262.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[Ryeh1's solution](#)

**263.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Ryehl's solution](#)

**264.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Ryehl's solution](#)

**265.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ryehl's solution](#)

**266.**

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Ryehl's solution](#)

**267.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Ryehl's solution](#)

**268.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Ryehl's solution](#)

**269.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Ryehl's solution](#)

**270.**

1853D

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

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ryehl's solution](#)

**271.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Ryehl's solution](#)

**272.**

245H

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

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Ryehl's solution](#)

**273.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Ryehl's solution](#)

**274.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Ryehl's solution](#)

**275.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Ryehl's solution](#)

**276.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Ryehl's solution](#)

**277.**

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Ryehl's solution](#)

**278.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Ryehl's solution](#)

**279.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Ryehl's solution](#)

**280.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Ryehl's solution](#)

**281.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Ryehl's solution](#)

**282.**

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[Ryehl's solution](#)

**283.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2023-06-13 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[Ryehl's solution](#)

**284.**

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryehl's solution](#)

**285.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ryehl's solution](#)

**286.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Ryehl's solution](#)

**287.**

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Ryehl's solution](#)

**288.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[Ryehl's solution](#)

**289.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryehl's solution](#)

**290.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Ryehl's solution](#)

**291.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Ryehl's solution](#)

**292.**

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Ryehl's solution](#)

**293.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[Ryeh1's solution](#)

**294.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Ryeh1's solution](#)

**295.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,073 global accepts · Rating: 1900 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[Ryeh1's solution](#)

**296.**

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings  
[Ryeh1's solution](#)

**297.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings  
[Ryeh1's solution](#)

**298.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[Ryeh1's solution](#)

**299.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[Ryeh1's solution](#)

**300.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees  
[Ryeh1's solution](#)

**301.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings  
[Ryeh1's solution](#)

**302.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[Ryeh1's solution](#)

**303.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Ryeh1's solution](#)

**304.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Ryeh1's solution](#)

**305.**

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Ryeh1's solution](#)

**306.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Ryeh1's solution](#)

**307.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Ryeh1's solution](#)

**308.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings

[Ryeh1's solution](#)

**309.**

609E

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

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Ryeh1's solution](#)

**310.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Ryeh1's solution](#)

**311.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Ryeh1's solution](#)

**312.**

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Ryeh1's solution](#)

**313.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[RyehI's solution](#)

**314.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[RyehI's solution](#)

**315.**

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[RyehI's solution](#)

**316.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[RyehI's solution](#)

**317.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[RyehI's solution](#)

**318.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,892 global accepts · Rating: 2100 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[RyehI's solution](#)

**319.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[RyehI's solution](#)

**320.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[RyehI's solution](#)

**321.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[RyehI's solution](#)

**322.**

505D

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

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[RyehI's solution](#)

**323.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Ryehl's solution](#)

**324.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Ryehl's solution](#)

**325.**

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-07-01 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Ryehl's solution](#)

**326.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, strings

[Ryehl's solution](#)

**327.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Ryehl's solution](#)

**328.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Ryehl's solution](#)

**329.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Ryehl's solution](#)

**330.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Ryehl's solution](#)

**331.**

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Ryehl's solution](#)

**332.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Ryehl's solution](#)

**333.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Ryehl's solution](#)

**334.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[Ryehl's solution](#)

**335.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryehl's solution](#)

**336.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryehl's solution](#)

**337.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryehl's solution](#)

**338.**

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryehl's solution](#)

**339.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ryehl's solution](#)