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Unique solved — SDSXC

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

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

Filters: none

Count: 170

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SDSXC's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[SDSXC's solution](#)

3.

2147A

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

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SDSXC's solution](#)

4.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[SDSXC's solution](#)

5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SDSXC's solution](#)

6.

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[SDSXC's solution](#)

7.

2124A

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

Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SDSXC's solution](#)

8.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SDSXC's solution](#)

9.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[SDSXC's solution](#)

10.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[SDSXC's solution](#)

11.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[SDSXC's solution](#)

12.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[SDSXC's solution](#)

13.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[SDSXC's solution](#)

14.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[SDSXC's solution](#)

15.

2211B

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

Quality: 11,625 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[SDSXC's solution](#)

16.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[SDSXC's solution](#)

17.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[SDSXC's solution](#)

18.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[SDSXC's solution](#)

19.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[SDSXC's solution](#)

20.

2174A

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

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[SDSXC's solution](#)

21.

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[SDSXC's solution](#)

22.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[SDSXC's solution](#)

23.

2211C1

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

Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[SDSXC's solution](#)

24.

2187A

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

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SDSXC's solution](#)

25.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[SDSXC's solution](#)

26.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SDSXC's solution](#)

27.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[SDSXC's solution](#)

28.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[SDSXC's solution](#)

29.

2197D

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

Rating: 1600 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[SDSXC's solution](#)

30.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[SDSXC's solution](#)

31.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SDSXC's solution](#)

32.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[SDSXC's solution](#)

33.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[SDSXC's solution](#)

34.

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[SDSXC's solution](#)

35.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[SDSXC's solution](#)

36.

2211C2

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

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[SDSXC's solution](#)

37.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[SDSXC's solution](#)

38.

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[SDSXC's solution](#)

39.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[SDSXC's solution](#)

40.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, greedy, math, trees

[SDSXC's solution](#)

41.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[SDSXC's solution](#)

42.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SDSXC's solution](#)

43.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[SDSXC's solution](#)

44.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[SDSXC's solution](#)

45.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[SDSXC's solution](#)

46.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[SDSXC's solution](#)

47.

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

[SDSXC's solution](#)

48.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[SDSXC's solution](#)

49.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[SDSXC's solution](#)

50.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[SDSXC's solution](#)

51.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[SDSXC's solution](#)

52.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[SDSXC's solution](#)

53.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[SDSXC's solution](#)

54.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[SDSXC's solution](#)

55.

2136F1

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

Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[SDSXC's solution](#)

56.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[SDSXC's solution](#)

57.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[SDSXC's solution](#)

58.

1808D

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

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[SDSXC's solution](#)

59.

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

[SDSXC's solution](#)

60.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[SDSXC's solution](#)

61.

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[SDSXC's solution](#)

62.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[SDSXC's solution](#)

63.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[SDSXC's solution](#)

64.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[SDSXC's solution](#)

65.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[SDSXC's solution](#)

66.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[SDSXC's solution](#)

67.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[SDSXC's solution](#)

68.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[SDSXC's solution](#)

69.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[SDSXC's solution](#)

70.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[SDSXC's solution](#)

71.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[SDSXC's solution](#)

72.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[SDSXC's solution](#)

73.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[SDSXC's solution](#)

74.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[SDSXC's solution](#)

75.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[SDSXC's solution](#)

76.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SDSXC's solution](#)

77.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[SDSXC's solution](#)

78.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[SDSXC's solution](#)

79.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, interactive

[SDSXC's solution](#)

80.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[SDSXC's solution](#)

81.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[SDSXC's solution](#)

82.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[SDSXC's solution](#)

83.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs
[SDSXC's solution](#)

84.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[SDSXC's solution](#)

85.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees
[SDSXC's solution](#)

86.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[SDSXC's solution](#)

87.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[SDSXC's solution](#)

88.

1089I

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

Quality: 459 global accepts · Rating: 2600 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[SDSXC's solution](#)

89.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings
[SDSXC's solution](#)

90.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, greedy
[SDSXC's solution](#)

91.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[SDSXC's solution](#)

92.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers
[SDSXC's solution](#)

93.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[SDSXC's solution](#)

94.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2025-02-23 · last AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[SDSXC's solution](#)

95.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
[SDSXC's solution](#)

96.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[SDSXC's solution](#)

97.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[SDSXC's solution](#)

98.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[SDSXC's solution](#)

99.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[SDSXC's solution](#)

100.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[SDSXC's solution](#)

101.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees
[SDSXC's solution](#)

102.

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
[SDSXC's solution](#)

103.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[SDSXC's solution](#)

104.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[SDSXC's solution](#)

105.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[SDSXC's solution](#)

106.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
[SDSXC's solution](#)

107.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[SDSXC's solution](#)

108.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[SDSXC's solution](#)

109.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math
[SDSXC's solution](#)

110.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[SDSXC's solution](#)

111.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[SDSXC's solution](#)

112.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[SDSXC's solution](#)

113.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[SDSXC's solution](#)

114.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[SDSXC's solution](#)

115.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[SDSXC's solution](#)

116.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[SDSXC's solution](#)

117.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[SDSXC's solution](#)

118.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[SDSXC's solution](#)

119.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[SDSXC's solution](#)

120.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[SDSXC's solution](#)

121.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[SDSXC's solution](#)

122.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[SDSXC's solution](#)

123.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[SDSXC's solution](#)

124.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[SDSXC's solution](#)

125.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[SDSXC's solution](#)

126.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[SDSXC's solution](#)

127.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees

[SDSXC's solution](#)

128.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[SDSXC's solution](#)

129.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[SDSXC's solution](#)

130.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[SDSXC's solution](#)

131.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[SDSXC's solution](#)

132.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[SDSXC's solution](#)

133.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[SDSXC's solution](#)

134.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[SDSXC's solution](#)

135.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[SDSXC's solution](#)

136.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[SDSXC's solution](#)

137.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[SDSXC's solution](#)

138.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,529 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SDSXC's solution](#)

139.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,118 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SDSXC's solution](#)

140.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,113 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SDSXC's solution](#)

141.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,753 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[SDSXC's solution](#)

142.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,096 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[SDSXC's solution](#)

143.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,774 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[SDSXC's solution](#)

144.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[SDSXC's solution](#)

145.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[SDSXC's solution](#)

146.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, trees

[SDSXC's solution](#)

147.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[SDSXC's solution](#)

148.

2222D

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

Quality: 3,183 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[SDSXC's solution](#)

149.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[SDSXC's solution](#)

150.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[SDSXC's solution](#)

151.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SDSXC's solution](#)

152.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,770 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[SDSXC's solution](#)

153.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[SDSXC's solution](#)

154.

105385J

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

Rating: — · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

155.

105481G

[Tupel](#)

Rating: — · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

156.

102155J

[Stairways](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

157.

105981G

[Portal 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · last AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

158.

105981I

[The Dream-Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

159.

105981J

[Uniform Random Descent Process](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

160.

105981H

[Simai](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

161.

105981E

[Neuro's New Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

162.

105981D

[Keine's Prefix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

163.

105981C

[Echoes of the Runes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

164.

105981F

[Portal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

165.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

166.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math

[SDSXC's solution](#)

167.

105930F

[ACE String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

168.

105930E

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

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

169.

105930D

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

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)

170.

105930A

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

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[SDSXC's solution](#)