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Unique solved — Schi2oid

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

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Filters: none

Count: 350

1.

2127A

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2.

1930A

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3.

1916A

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4.

1895B

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5.

1895A

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6.

1891A

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7.

1886A

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8.

1882A

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9.

1867A

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10.

1870A

[MEXanized Array](#) · [Tutorial](#)

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11.

1863A

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12.

1853A

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Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
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13.

1836A

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14.

1834A

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15.

1841A

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16.

1831A

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17.

1837A

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18.

1825A

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19.

1818A

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20.

1823A

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21.

1816A

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22.

1797A

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23.

1814A

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24.

1806A

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25.

1802A

[Likes](#) · [Tutorial](#)

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26.

1796A

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27.

1786A2

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28.

1786A1

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29.

1782A

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30.

1761A

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31.

1746B

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algorithms, greedy, two pointers

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32.

1746A

[Maxmina](#) · [Tutorial](#)

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33.

1754B

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

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34.

1754A

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35.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

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36.

1764A

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37.

1735A

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38.

1730A

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39.

1694A

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40.

1689A

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41.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

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42.

1682A

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43.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

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44.

1678A

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45.

1671A

[String Building](#) · [Tutorial](#)

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46.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

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47.

1658A

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48.

1647A

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49.

1649A

[Game](#) · [Tutorial](#)

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[Schi2oid's solution](#)

50.

1646B

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51.

1646A

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52.

1642A

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53.

1638A

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[Schi2oid's solution](#)

54.

1637A

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55.

1617A

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56.

1591A

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57.

1614A

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58.

1888A

[Chemistry](#) · [Tutorial](#)

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59.

1860A

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60.

1837B

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61.

1818B

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62.

1823B

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63.

1808A

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64.

1806B

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65.

1758B

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66.

1764B

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[Schi2oid's solution](#)

67.

1735B

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68.

1726A

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69.

1689B

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70.

1610A

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71.

1679A

[AvtoBus](#) · [Tutorial](#)

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72.

1642B

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73.

1617B

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constructive algorithms, math, number theory

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74.

1591B

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75.

1613A

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76.

1930B

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77.

1916B

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78.

1888B

[Raspberries](#) · [Tutorial](#)

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79.

1876A

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80.

1834B

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81.

1841B

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82.

1831B

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83.

1837C

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84.

1825B

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85.

1816B

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86.

1802B

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87.

1796B

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88.

1786C

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89.

1782B

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90.

1761B

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91.

1671B

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92.

1614B

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93.

1613B

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94.

1891B

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95.

1863C

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96.

1863B

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97.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Schi2oid's solution](#)

98.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Schi2oid's solution](#)

99.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-19 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Schi2oid's solution](#)

100.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[Schi2oid's solution](#)

101.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Schi2oid's solution](#)

102.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[Schi2oid's solution](#)

103.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[Schi2oid's solution](#)

104.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Schi2oid's solution](#)

105.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Schi2oid's solution](#)

106.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Schi2oid's solution](#)

107.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Schi2oid's solution](#)

108.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Schi2oid's solution](#)

109.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Schi2oid's solution](#)

110.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Schi2oid's solution](#)

111.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[Schi2oid's solution](#)

112.

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Schi2oid's solution](#)

113.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Schi2oid's solution](#)

114.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Schi2oid's solution](#)

115.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Schi2oid's solution](#)

116.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Schi2oid's solution](#)

117.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Schi2oid's solution](#)

118.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-14 · last AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Schi2oid's solution](#)

119.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Schi2oid's solution](#)

120.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Schi2oid's solution](#)

121.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Schi2oid's solution](#)

122.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Schi2oid's solution](#)

123.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Schi2oid's solution](#)

124.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Schi2oid's solution](#)

125.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Schi2oid's solution](#)

126.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Schi2oid's solution](#)

127.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Schi2oid's solution](#)

128.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Schi2oid's solution](#)

129.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Schi2oid's solution](#)

130.

1823C

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

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

[Schi2oid's solution](#)

131.

1816C

[Ivan and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Schi2oid's solution](#)

132.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Schi2oid's solution](#)

133.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-17 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Schi2oid's solution](#)

134.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Schi2oid's solution](#)

135.

1754C1

[Make Nonzero Sum \(easy version\) · Tutorial](#)

Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Schi2oid's solution](#)

136.

1726C

[Jatayu's Balanced Bracket Sequence · Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-19 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Schi2oid's solution](#)

137.

1694C

[Directional Increase · Tutorial](#)

Rating: 1300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Schi2oid's solution](#)

138.

1647C

[Madoka and Childish Pranks · Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-14 · last AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Schi2oid's solution](#)

139.

1649B

[Game of Ball Passing · Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-21 · last AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Schi2oid's solution](#)

140.

1638C

[Inversion Graph · Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[Schi2oid's solution](#)

141.

1617C

[Paprika and Permutation · Tutorial](#)

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Schi2oid's solution](#)

142.

1591C

[Minimize Distance · Tutorial](#)

Rating: 1300 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Schi2oid's solution](#)

143.

2127C

[Trip Shopping · Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Schi2oid's solution](#)

144.

1893A

[Anonymous Informant · Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Schi2oid's solution](#)

145.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Schi2oid's solution](#)

146.

1888D1

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

Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Schi2oid's solution](#)

147.

1888C

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

Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Schi2oid's solution](#)

148.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Schi2oid's solution](#)

149.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[Schi2oid's solution](#)

150.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Schi2oid's solution](#)

151.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Schi2oid's solution](#)

152.

1825C

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

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

[Schi2oid's solution](#)

153.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Schi2oid's solution](#)

154.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Schi2oid's solution](#)

155.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Schi2oid's solution](#)

156.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Schi2oid's solution](#)

157.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Schi2oid's solution](#)

158.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Schi2oid's solution](#)

159.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Schi2oid's solution](#)

160.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[Schi2oid's solution](#)

161.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Schi2oid's solution](#)

162.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Schi2oid's solution](#)

163.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Schi2oid's solution](#)

164.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Schi2oid's solution](#)

165.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Schi2oid's solution](#)

166.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Schi2oid's solution](#)

167.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Schi2oid's solution](#)

168.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-09-06 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Schi2oid's solution](#)

169.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Schi2oid's solution](#)

170.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Schi2oid's solution](#)

171.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Schi2oid's solution](#)

172.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Schi2oid's solution](#)

173.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Schi2oid's solution](#)

174.

1886C

[Decreasing String](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Schi2oid's solution](#)

175.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Schi2oid's solution](#)

176.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Schi2oid's solution](#)

177.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Schi2oid's solution](#)

178.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-10-18 · last AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Schi2oid's solution](#)

179.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Schi2oid's solution](#)

180.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Schi2oid's solution](#)

181.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Schi2oid's solution](#)

182.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Schi2oid's solution](#)

183.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Schi2oid's solution](#)

184.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Schi2oid's solution](#)

185.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Schi2oid's solution](#)

186.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Schi2oid's solution](#)

187.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Schi2oid's solution](#)

188.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Schi2oid's solution](#)

189.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Schi2oid's solution](#)

190.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Schi2oid's solution](#)

191.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Schi2oid's solution](#)

192.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Schi2oid's solution](#)

193.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Schi2oid's solution](#)

194.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Schi2oid's solution](#)

195.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Schi2oid's solution](#)

196.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Schi2oid's solution](#)

197.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Schi2oid's solution](#)

198.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Schi2oid's solution](#)

199.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-11-21 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Schi2oid's solution](#)

200.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Schi2oid's solution](#)

201.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Schi2oid's solution](#)

202.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Schi2oid's solution](#)

203.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Schi2oid's solution](#)

204.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Schi2oid's solution](#)

205.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Schi2oid's solution](#)

206.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Schi2oid's solution](#)

207.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Schi2oid's solution](#)

208.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Schi2oid's solution](#)

209.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Schi2oid's solution](#)

210.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Schi2oid's solution](#)

211.

1853D

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

Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Schi2oid's solution](#)

212.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Schi2oid's solution](#)

213.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Schi2oid's solution](#)

214.

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Schi2oid's solution](#)

215.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Schi2oid's solution](#)

216.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Schi2oid's solution](#)

217.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Schi2oid's solution](#)

218.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Schi2oid's solution](#)

219.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-09 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Schi2oid's solution](#)

220.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Schi2oid's solution](#)

221.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Schi2oid's solution](#)

222.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Schi2oid's solution](#)

223.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Schi2oid's solution](#)

224.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Schi2oid's solution](#)

225.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Schi2oid's solution](#)

226.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Schi2oid's solution](#)

227.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[Schi2oid's solution](#)

228.

1888D2

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

Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Schi2oid's solution](#)

229.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Schi2oid's solution](#)

230.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Schi2oid's solution](#)

231.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Schi2oid's solution](#)

232.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Schi2oid's solution](#)

233.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Schi2oid's solution](#)

234.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Schi2oid's solution](#)

235.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-10-18 · last AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Schi2oid's solution](#)

236.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Schi2oid's solution](#)

237.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Schi2oid's solution](#)

238.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-17 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Schi2oid's solution](#)

239.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Schi2oid's solution](#)

240.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Schi2oid's solution](#)

241.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Schi2oid's solution](#)

242.

1591D

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

Rating: 1900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Schi2oid's solution](#)

243.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Schi2oid's solution](#)

244.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Schi2oid's solution](#)

245.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Schi2oid's solution](#)

246.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Schi2oid's solution](#)

247.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Schi2oid's solution](#)

248.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Schi2oid's solution](#)

249.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math

[Schi2oid's solution](#)

250.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Schi2oid's solution](#)

251.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Schi2oid's solution](#)

252.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Schi2oid's solution](#)

253.

1764D

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

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Schi2oid's solution](#)

254.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Schi2oid's solution](#)

255.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Schi2oid's solution](#)

256.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Schi2oid's solution](#)

257.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Schi2oid's solution](#)

258.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Schi2oid's solution](#)

259.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Schi2oid's solution](#)

260.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Schi2oid's solution](#)

261.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Schi2oid's solution](#)

262.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[Schi2oid's solution](#)

263.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Schi2oid's solution](#)

264.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Schi2oid's solution](#)

265.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Schi2oid's solution](#)

266.

1667B

[Optimal Partition · Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Schi2oid's solution](#)

267.

1886D

[Monocarp and the Set · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Schi2oid's solution](#)

268.

1868B2

[Candy Party \(Hard Version\) · Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Schi2oid's solution](#)

269.

1863E

[Speedrun · Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Schi2oid's solution](#)

270.

1434C

[Solo mid Oracle · Tutorial](#)

Rating: 2100 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Schi2oid's solution](#)

271.

1801D

[The way home · Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Schi2oid's solution](#)

272.

1761D

[Carry Bit · Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Schi2oid's solution](#)

273.

1537E2

[Erase and Extend \(Hard Version\) · Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Schi2oid's solution](#)

274.

1860D

[Balanced String · Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Schi2oid's solution](#)

275.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Schi2oid's solution](#)

276.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[Schi2oid's solution](#)

277.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Schi2oid's solution](#)

278.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Schi2oid's solution](#)

279.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Schi2oid's solution](#)

280.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Schi2oid's solution](#)

281.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Schi2oid's solution](#)

282.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Schi2oid's solution](#)

283.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Schi2oid's solution](#)

284.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Schi2oid's solution](#)

285.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Schi2oid's solution](#)

286.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Schi2oid's solution](#)

287.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Schi2oid's solution](#)

288.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Schi2oid's solution](#)

289.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Schi2oid's solution](#)

290.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Schi2oid's solution](#)

291.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Schi2oid's solution](#)

292.

710F

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

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2023-09-13 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Schi2oid's solution](#)

293.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Schi2oid's solution](#)

294.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Schi2oid's solution](#)

295.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[Schi2oid's solution](#)

296.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Schi2oid's solution](#)

297.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Schi2oid's solution](#)

298.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Schi2oid's solution](#)

299.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Schi2oid's solution](#)

300.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Schi2oid's solution](#)

301.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Schi2oid's solution](#)

302.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Schi2oid's solution](#)

303.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Schi2oid's solution](#)

304.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Schi2oid's solution](#)

305.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Schi2oid's solution](#)

306.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Schi2oid's solution](#)

307.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Schi2oid's solution](#)

308.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Schi2oid's solution](#)

309.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Schi2oid's solution](#)

310.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Schi2oid's solution](#)

311.

528C

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

Rating: 2600 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Schi2oid's solution](#)

312.

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-04-27 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Schi2oid's solution](#)

313.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Schi2oid's solution](#)

314.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Schi2oid's solution](#)

315.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Schi2oid's solution](#)

316.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[Schi2oid's solution](#)

317.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Schi2oid's solution](#)

318.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-27 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu

[Schi2oid's solution](#)

319.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Schi2oid's solution](#)

320.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Schi2oid's solution](#)

321.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Schi2oid's solution](#)

322.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Schi2oid's solution](#)

323.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Schi2oid's solution](#)

324.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Schi2oid's solution](#)

325.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Schi2oid's solution](#)

326.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Schi2oid's solution](#)

327.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Schi2oid's solution](#)

328.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-19 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Schi2oid's solution](#)

329.

886F

[Symmetric Projections](#) · [Tutorial](#)

Quality: 293 global accepts · Rating: 2900 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Schi2oid's solution](#)

330.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[Schi2oid's solution](#)

331.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Schi2oid's solution](#)

332.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Schi2oid's solution](#)

333.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Schi2oid's solution](#)

334.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Schi2oid's solution](#)

335.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Schi2oid's solution](#)

336.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Schi2oid's solution](#)

337.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Schi2oid's solution](#)

338.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Schi2oid's solution](#)

339.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Schi2oid's solution](#)

340.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, probabilities, trees

[Schi2oid's solution](#)

341.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Schi2oid's solution](#)

342.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Schi2oid's solution](#)

343.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Schi2oid's solution](#)

344.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Schi2oid's solution](#)

345.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Schi2oid's solution](#)

346.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Schi2oid's solution](#)

347.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Schi2oid's solution](#)

348.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Schi2oid's solution](#)

349.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Schi2oid's solution](#)

350.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Schi2oid's solution](#)