

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

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# Unique solved — Seg Tree

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

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

Filters: none

Count: 956

1.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Seg Tree 's solution](#)

2.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Seg Tree 's solution](#)

3.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Seg Tree 's solution](#)

4.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Seg Tree 's solution](#)

5.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Seg Tree 's solution](#)

6.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Seg Tree 's solution](#)

7.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Seg Tree 's solution](#)

8.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Seg Tree 's solution](#)

9.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Seg Tree 's solution](#)

**10.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Seg\\_Tree\\_'s solution](#)

**11.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**12.**

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Seg\\_Tree\\_'s solution](#)

**13.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Seg\\_Tree\\_'s solution](#)

**14.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Seg\\_Tree\\_'s solution](#)

**15.**

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Seg\\_Tree\\_'s solution](#)

**16.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Seg\\_Tree\\_'s solution](#)

**17.**

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Seg\\_Tree\\_'s solution](#)

**18.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Seg\\_Tree\\_'s solution](#)

**19.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Seg\\_Tree\\_'s solution](#)

**20.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings  
[Seg\\_Tree\\_'s solution](#)

**21.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Seg\\_Tree\\_'s solution](#)

**22.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Seg\\_Tree\\_'s solution](#)

**23.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Seg\\_Tree\\_'s solution](#)

**24.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seg\\_Tree\\_'s solution](#)

**25.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Seg\\_Tree\\_'s solution](#)

**26.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Seg\\_Tree\\_'s solution](#)

**27.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**28.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**29.**

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Seg\\_Tree\\_'s solution](#)

**30.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Seg\\_Tree\\_'s solution](#)

**31.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers

[Seg\\_Tree\\_'s solution](#)

**32.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Seg\\_Tree\\_'s solution](#)

**33.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Seg\\_Tree\\_'s solution](#)

**34.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Seg\\_Tree\\_'s solution](#)

**35.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Seg\\_Tree\\_'s solution](#)

**36.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Seg\\_Tree\\_'s solution](#)

**37.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Seg\\_Tree\\_'s solution](#)

**38.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Seg\\_Tree\\_'s solution](#)

**39.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Seg\\_Tree\\_'s solution](#)

**40.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Seg\\_Tree\\_'s solution](#)

**41.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Seg\\_Tree\\_'s solution](#)

- 42.**  
1417A  
[Copy-paste](#) · [Tutorial](#)  
Quality: 18,722 global accepts · Rating: 800 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Seg\\_Tree\\_'s solution](#)
- 43.**  
1790B  
[Taisia and Dice](#) · [Tutorial](#)  
Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Seg\\_Tree\\_'s solution](#)
- 44.**  
1790A  
[Polycarp and the Day of Pi](#) · [Tutorial](#)  
Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings  
[Seg\\_Tree\\_'s solution](#)
- 45.**  
1777A  
[Everybody Likes Good Arrays!](#) · [Tutorial](#)  
Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Seg\\_Tree\\_'s solution](#)
- 46.**  
785A  
[Anton and Polyhedrons](#) · [Tutorial](#)  
Quality: 110,978 global accepts · Rating: 800 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Seg\\_Tree\\_'s solution](#)
- 47.**  
1775A1  
[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)  
Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[Seg\\_Tree\\_'s solution](#)
- 48.**  
1748A  
[The Ultimate Square](#) · [Tutorial](#)  
Quality: 25,315 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Seg\\_Tree\\_'s solution](#)
- 49.**  
1766A  
[Extremely Round](#) · [Tutorial](#)  
Quality: 46,063 global accepts · Rating: 800 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Seg\\_Tree\\_'s solution](#)
- 50.**  
1736A  
[Make A Equal to B](#) · [Tutorial](#)  
Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[Seg\\_Tree\\_'s solution](#)
- 51.**  
1733A  
[Consecutive Sum](#) · [Tutorial](#)  
Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Seg\\_Tree\\_'s solution](#)
- 52.**  
1670A  
[Prof. Slim](#) · [Tutorial](#)  
Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Seg\\_Tree\\_'s solution](#)

- 53.**  
2157B  
[Expansion Plan 2](#) · [Tutorial](#)  
Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[Seg\\_Tree 's solution](#)
- 54.**  
2106B  
[St. Chroma](#) · [Tutorial](#)  
Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[Seg\\_Tree 's solution](#)
- 55.**  
1869A  
[Make It Zero](#) · [Tutorial](#)  
Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree 's solution](#)
- 56.**  
1607B  
[Odd Grasshopper](#) · [Tutorial](#)  
Quality: 39,459 global accepts · Rating: 900 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Seg\\_Tree 's solution](#)
- 57.**  
1475B  
[New Year's Number](#) · [Tutorial](#)  
Quality: 57,267 global accepts · Rating: 900 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math  
[Seg\\_Tree 's solution](#)
- 58.**  
1475A  
[Odd Divisor](#) · [Tutorial](#)  
Quality: 86,849 global accepts · Rating: 900 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Seg\\_Tree 's solution](#)
- 59.**  
1714A  
[Everyone Loves to Sleep](#) · [Tutorial](#)  
Quality: 32,902 global accepts · Rating: 900 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Seg\\_Tree 's solution](#)
- 60.**  
1850D  
[Balanced Round](#) · [Tutorial](#)  
Quality: 60,838 global accepts · Rating: 900 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[Seg\\_Tree 's solution](#)
- 61.**  
1113A  
[Sasha and His Trip](#) · [Tutorial](#)  
Quality: 18,318 global accepts · Rating: 900 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[Seg\\_Tree 's solution](#)
- 62.**  
1777B  
[Emordnilap](#) · [Tutorial](#)  
Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[Seg\\_Tree 's solution](#)
- 63.**  
1775A2  
[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Seg\\_Tree\\_'s solution](#)

**64.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[Seg\\_Tree\\_'s solution](#)

**65.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Seg\\_Tree\\_'s solution](#)

**66.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[Seg\\_Tree\\_'s solution](#)

**67.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Seg\\_Tree\\_'s solution](#)

**68.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Seg\\_Tree\\_'s solution](#)

**69.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Seg\\_Tree\\_'s solution](#)

**70.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[Seg\\_Tree\\_'s solution](#)

**71.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Seg\\_Tree\\_'s solution](#)

**72.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Seg\\_Tree\\_'s solution](#)

**73.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree\\_'s solution](#)

**74.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers  
[Seg\\_Tree\\_'s solution](#)

**75.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,643 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[Seg\\_Tree\\_'s solution](#)

**76.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[Seg\\_Tree\\_'s solution](#)

**77.**

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[Seg\\_Tree\\_'s solution](#)

**78.**

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Seg\\_Tree\\_'s solution](#)

**79.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Seg\\_Tree\\_'s solution](#)

**80.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[Seg\\_Tree\\_'s solution](#)

**81.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[Seg\\_Tree\\_'s solution](#)

**82.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[Seg\\_Tree\\_'s solution](#)

**83.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[Seg\\_Tree\\_'s solution](#)

**84.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[Seg\\_Tree\\_'s solution](#)

**85.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**86.**

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Seg\\_Tree\\_'s solution](#)

**87.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1100 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[Seg\\_Tree\\_'s solution](#)

**88.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Seg\\_Tree\\_'s solution](#)

**89.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[Seg\\_Tree\\_'s solution](#)

**90.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[Seg\\_Tree\\_'s solution](#)

**91.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Seg\\_Tree\\_'s solution](#)

**92.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Seg\\_Tree\\_'s solution](#)

**93.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**94.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Seg\\_Tree\\_'s solution](#)

**95.**

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**96.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Seg\\_Tree\\_'s solution](#)

**97.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**98.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Seg\\_Tree\\_'s solution](#)

**99.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**100.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**101.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Seg\\_Tree\\_'s solution](#)

**102.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[Seg\\_Tree\\_'s solution](#)

**103.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Seg\\_Tree\\_'s solution](#)

**104.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Seg\\_Tree\\_'s solution](#)

**105.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Seg\\_Tree\\_'s solution](#)

**106.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Seg\\_Tree\\_'s solution](#)

**107.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings  
[Seg\\_Tree\\_'s solution](#)

**108.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[Seg\\_Tree\\_'s solution](#)

**109.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Seg\\_Tree\\_'s solution](#)

**110.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[Seg\\_Tree\\_'s solution](#)

**111.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[Seg\\_Tree\\_'s solution](#)

**112.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[Seg\\_Tree\\_'s solution](#)

**113.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[Seg\\_Tree\\_'s solution](#)

**114.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[Seg\\_Tree\\_'s solution](#)

**115.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree\\_'s solution](#)

**116.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[Seg\\_Tree\\_'s solution](#)

**117.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Seg\\_Tree\\_'s solution](#)

**118.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Seg\\_Tree\\_'s solution](#)

**119.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Seg\\_Tree\\_'s solution](#)

**120.**

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Seg\\_Tree\\_'s solution](#)

**121.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Seg\\_Tree\\_'s solution](#)

**122.**

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**123.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**124.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Seg\\_Tree\\_'s solution](#)

**125.**

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**126.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Seg\\_Tree\\_'s solution](#)

**127.**

1736C1

[Good Subarrays \(Easy Version\) · Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Seg\\_Tree\\_'s solution](#)

**128.**

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Seg\\_Tree\\_'s solution](#)

**129.**

2157C

[Meximum Array 2 · Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**130.**

2151C

[Incremental Stay · Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**131.**

2038L

[Bridge Renovation · Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Seg\\_Tree\\_'s solution](#)

**132.**

2038A

[Bonus Project · Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Seg\\_Tree\\_'s solution](#)

**133.**

2038C

[DIY · Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**134.**

1905C

[Largest Subsequence · Tutorial](#)

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Seg\\_Tree\\_'s solution](#)

**135.**

1923C

[Find B · Tutorial](#)

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

[Seg\\_Tree\\_'s solution](#)

**136.**

1929C

[Sasha and the Casino · Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Seg\\_Tree\\_'s solution](#)

**137.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Seg\\_Tree\\_'s solution](#)

**138.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[Seg\\_Tree\\_'s solution](#)

**139.**

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Seg\\_Tree\\_'s solution](#)

**140.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Seg\\_Tree\\_'s solution](#)

**141.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**142.**

1506D

[Epic Transformation](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**143.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**144.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[Seg\\_Tree\\_'s solution](#)

**145.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**146.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Seg\\_Tree\\_'s solution](#)

**147.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Seg\\_Tree\\_'s solution](#)

**148.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Seg\\_Tree\\_'s solution](#)

**149.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Seg\\_Tree\\_'s solution](#)

**150.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Seg\\_Tree\\_'s solution](#)

**151.**

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Seg\\_Tree\\_'s solution](#)

**152.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Seg\\_Tree\\_'s solution](#)

**153.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, dp, strings

[Seg\\_Tree\\_'s solution](#)

**154.**

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Seg\\_Tree\\_'s solution](#)

**155.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Seg\\_Tree\\_'s solution](#)

**156.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Seg\\_Tree\\_'s solution](#)

**157.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures,

implementation, number theory

[Seg\\_Tree\\_'s solution](#)

**158.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Seg\\_Tree\\_'s solution](#)

**159.**

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Seg\\_Tree\\_'s solution](#)

**160.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Seg\\_Tree\\_'s solution](#)

**161.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**162.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**163.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Seg\\_Tree\\_'s solution](#)

**164.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Seg\\_Tree\\_'s solution](#)

**165.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Seg\\_Tree\\_'s solution](#)

**166.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**167.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Seg\\_Tree\\_'s solution](#)

**168.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Seg\\_Tree\\_'s solution](#)

**169.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**170.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Seg\\_Tree\\_'s solution](#)

**171.**

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Seg\\_Tree\\_'s solution](#)

**172.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Seg\\_Tree\\_'s solution](#)

**173.**

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**174.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Seg\\_Tree\\_'s solution](#)

**175.**

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Seg\\_Tree\\_'s solution](#)

**176.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Seg\\_Tree\\_'s solution](#)

**177.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Seg\\_Tree\\_'s solution](#)

**178.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[Seg\\_Tree 's solution](#)

**179.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[Seg\\_Tree 's solution](#)

**180.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Seg\\_Tree 's solution](#)

**181.**

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy  
[Seg\\_Tree 's solution](#)

**182.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths  
[Seg\\_Tree 's solution](#)

**183.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[Seg\\_Tree 's solution](#)

**184.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math  
[Seg\\_Tree 's solution](#)

**185.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory  
[Seg\\_Tree 's solution](#)

**186.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy  
[Seg\\_Tree 's solution](#)

**187.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Seg\\_Tree 's solution](#)

**188.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**189.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Seg\\_Tree\\_'s solution](#)

**190.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Seg\\_Tree\\_'s solution](#)

**191.**

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**192.**

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Seg\\_Tree\\_'s solution](#)

**193.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Seg\\_Tree\\_'s solution](#)

**194.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Seg\\_Tree\\_'s solution](#)

**195.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Seg\\_Tree\\_'s solution](#)

**196.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[Seg\\_Tree\\_'s solution](#)

**197.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**198.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**199.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**200.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Seg\\_Tree\\_'s solution](#)

**201.**

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**202.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Seg\\_Tree\\_'s solution](#)

**203.**

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Seg\\_Tree\\_'s solution](#)

**204.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**205.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**206.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Seg\\_Tree\\_'s solution](#)

**207.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**208.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Seg\\_Tree\\_'s solution](#)

**209.**

1475D

[Cleaning the Phone · Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**210.**

1852B

[Imbalanced Arrays · Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**211.**

1852A

[Ntarsis' Set · Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Seg\\_Tree\\_'s solution](#)

**212.**

1611F

[ATM and Students · Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Seg\\_Tree\\_'s solution](#)

**213.**

1805D

[A Wide, Wide Graph · Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**214.**

675D

[Tree Construction · Tutorial](#)

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Seg\\_Tree\\_'s solution](#)

**215.**

1109B

[Sasha and One More Name · Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Seg\\_Tree\\_'s solution](#)

**216.**

471D

[MUH and Cube Walls · Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Seg\\_Tree\\_'s solution](#)

**217.**

1775D

[Friendly Spiders · Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Seg\\_Tree\\_'s solution](#)

**218.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Seg\\_Tree\\_'s solution](#)

**219.**

220B

[Little Elephant and Array · Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Seg\\_Tree\\_'s solution](#)

**220.**

2157E

[Adjusting Drones · Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Seg\\_Tree\\_'s solution](#)

**221.**

2050G

[Tree Destruction · Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Seg\\_Tree\\_'s solution](#)

**222.**

2042D

[Recommendations · Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**223.**

2038G

[Guess One Character · Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Seg\\_Tree\\_'s solution](#)

**224.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**225.**

1946D

[Birthday Gift · Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Seg\\_Tree\\_'s solution](#)

**226.**

1032D

[Barcelonian Distance · Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Seg\\_Tree\\_'s solution](#)

**227.**

1909D

[Split Plus K · Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**228.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Seg\\_Tree\\_'s solution](#)

**229.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Seg\\_Tree\\_'s solution](#)

**230.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Seg\\_Tree\\_'s solution](#)

**231.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**232.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Seg\\_Tree\\_'s solution](#)

**233.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Seg\\_Tree\\_'s solution](#)

**234.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Seg\\_Tree\\_'s solution](#)

**235.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Seg\\_Tree\\_'s solution](#)

**236.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Seg\\_Tree\\_'s solution](#)

**237.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Seg\\_Tree\\_'s solution](#)

**238.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Seg\\_Tree\\_'s solution](#)

**239.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[Seg\\_Tree\\_'s solution](#)

**240.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**241.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Seg\\_Tree\\_'s solution](#)

**242.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**243.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[Seg\\_Tree\\_'s solution](#)

**244.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Seg\\_Tree\\_'s solution](#)

**245.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Seg\\_Tree\\_'s solution](#)

**246.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**247.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[Seg\\_Tree\\_'s solution](#)

**248.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Seg\\_Tree\\_'s solution](#)

**249.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**250.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Seg\\_Tree\\_'s solution](#)

**251.**

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, trees

[Seg\\_Tree\\_'s solution](#)

**252.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Seg\\_Tree\\_'s solution](#)

**253.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Seg\\_Tree\\_'s solution](#)

**254.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[Seg\\_Tree\\_'s solution](#)

**255.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Seg\\_Tree\\_'s solution](#)

**256.**

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Seg\\_Tree\\_'s solution](#)

**257.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Seg\\_Tree\\_'s solution](#)

**258.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Seg\\_Tree\\_'s solution](#)

**259.**

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**260.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Seg\\_Tree\\_'s solution](#)

**261.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[Seg\\_Tree\\_'s solution](#)

**262.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Seg\\_Tree\\_'s solution](#)

**263.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Seg\\_Tree\\_'s solution](#)

**264.**

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**265.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Seg\\_Tree\\_'s solution](#)

**266.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Seg\\_Tree\\_'s solution](#)

**267.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2023-04-27 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Seg\\_Tree\\_'s solution](#)

**268.**

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**269.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**270.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**271.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Seg\\_Tree\\_'s solution](#)

**272.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Seg\\_Tree\\_'s solution](#)

**273.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[Seg\\_Tree\\_'s solution](#)

**274.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[Seg\\_Tree\\_'s solution](#)

**275.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Seg\\_Tree\\_'s solution](#)

**276.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Seg\\_Tree\\_'s solution](#)

**277.**

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Seg\\_Tree\\_'s solution](#)

**278.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Seg\\_Tree\\_'s solution](#)

**279.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**280.**

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[Seg\\_Tree\\_'s solution](#)

**281.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Seg\\_Tree\\_'s solution](#)

**282.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Seg\\_Tree\\_'s solution](#)

**283.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Seg\\_Tree\\_'s solution](#)

**284.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**285.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Seg\\_Tree\\_'s solution](#)

**286.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Seg\\_Tree\\_'s solution](#)

**287.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Seg\\_Tree\\_'s solution](#)

**288.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Seg\\_Tree\\_'s solution](#)

**289.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Seg\\_Tree\\_'s solution](#)

**290.**

1575L

[Longest Array Deconstruction · Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Seg\\_Tree\\_'s solution](#)

**291.**

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**292.**

1450C1

[Errich-Tac-Toe \(Easy Version\) · Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**293.**

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**294.**

1032E

[The Unbearable Lightness of Weights · Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Seg\\_Tree\\_'s solution](#)

**295.**

689D

[Friends and Subsequences · Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Seg\\_Tree\\_'s solution](#)

**296.**

1265E

[Beautiful Mirrors · Tutorial](#)

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**297.**

702E

[Analysis of Pathes in Functional Graph · Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[Seg\\_Tree\\_'s solution](#)

**298.**

1152D

[Neko and Aki's Prank · Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**299.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Seg\\_Tree\\_'s solution](#)

**300.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Seg\\_Tree\\_'s solution](#)

**301.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Seg\\_Tree\\_'s solution](#)

**302.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Seg\\_Tree\\_'s solution](#)

**303.**

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**304.**

540E

[Infinite Inversions](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Seg\\_Tree\\_'s solution](#)

**305.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Seg\\_Tree\\_'s solution](#)

**306.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Seg\\_Tree\\_'s solution](#)

**307.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Seg\\_Tree\\_'s solution](#)

**308.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Seg\\_Tree\\_'s solution](#)

**309.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Seg\\_Tree\\_'s solution](#)

**310.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**311.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Seg\\_Tree\\_'s solution](#)

**312.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**313.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[Seg\\_Tree\\_'s solution](#)

**314.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**315.**

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Seg\\_Tree\\_'s solution](#)

**316.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Seg\\_Tree\\_'s solution](#)

**317.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,191 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Seg\\_Tree\\_'s solution](#)

**318.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Seg\\_Tree\\_'s solution](#)

**319.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Seg\\_Tree\\_'s solution](#)

**320.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Seg\\_Tree\\_'s solution](#)

**321.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Seg\\_Tree\\_'s solution](#)

**322.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, trees

[Seg\\_Tree\\_'s solution](#)

**323.**

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Seg\\_Tree\\_'s solution](#)

**324.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Seg\\_Tree\\_'s solution](#)

**325.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**326.**

863F

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

Quality: 1,528 global accepts · Rating: 2200 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Seg\\_Tree\\_'s solution](#)

**327.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Seg\\_Tree\\_'s solution](#)

**328.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Seg\\_Tree\\_'s solution](#)

**329.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Seg\\_Tree\\_'s solution](#)

**330.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Seg\\_Tree\\_'s solution](#)

**331.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Seg\\_Tree\\_'s solution](#)

**332.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**333.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Seg\\_Tree\\_'s solution](#)

**334.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Seg\\_Tree\\_'s solution](#)

**335.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Seg\\_Tree\\_'s solution](#)

**336.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Seg\\_Tree\\_'s solution](#)

**337.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Seg\\_Tree\\_'s solution](#)

**338.**

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Seg\\_Tree\\_'s solution](#)

**339.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Seg\\_Tree\\_'s solution](#)

**340.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Seg\\_Tree\\_'s solution](#)

**341.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[Seg\\_Tree\\_'s solution](#)

**342.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Seg\\_Tree\\_'s solution](#)

**343.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Seg\\_Tree\\_'s solution](#)

**344.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**345.**

1840G1

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

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Seg\\_Tree\\_'s solution](#)

**346.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Seg\\_Tree\\_'s solution](#)

**347.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[Seg\\_Tree\\_'s solution](#)

**348.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Seg\\_Tree\\_'s solution](#)

**349.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Seg\\_Tree\\_'s solution](#)

**350.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Seg\\_Tree\\_'s solution](#)

**351.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**352.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**353.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**354.**

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[Seg\\_Tree\\_'s solution](#)

**355.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Seg\\_Tree\\_'s solution](#)

**356.**

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Seg\\_Tree\\_'s solution](#)

**357.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Seg\\_Tree\\_'s solution](#)

**358.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**359.**

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[Seg\\_Tree\\_'s solution](#)

**360.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Seg\\_Tree\\_'s solution](#)

**361.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Seg\\_Tree\\_'s solution](#)

**362.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Seg\\_Tree\\_'s solution](#)

**363.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Seg\\_Tree\\_'s solution](#)

**364.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Seg\\_Tree\\_'s solution](#)

**365.**

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Seg\\_Tree\\_'s solution](#)

**366.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[Seg\\_Tree\\_'s solution](#)

**367.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-05-12 · last AC: 2024-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Seg\\_Tree\\_'s solution](#)

**368.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-05-12 · last AC: 2024-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Seg\\_Tree\\_'s solution](#)

**369.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[Seg\\_Tree\\_'s solution](#)

**370.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees  
[Seg\\_Tree\\_'s solution](#)

**371.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers  
[Seg\\_Tree\\_'s solution](#)

**372.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings  
[Seg\\_Tree\\_'s solution](#)

**373.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: flows  
[Seg\\_Tree\\_'s solution](#)

**374.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[Seg\\_Tree\\_'s solution](#)

**375.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[Seg\\_Tree\\_'s solution](#)

**376.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Seg\\_Tree\\_'s solution](#)

**377.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths  
[Seg\\_Tree\\_'s solution](#)

**378.**

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees  
[Seg\\_Tree\\_'s solution](#)

**379.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**380.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**381.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Seg\\_Tree\\_'s solution](#)

**382.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Seg\\_Tree\\_'s solution](#)

**383.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Seg\\_Tree\\_'s solution](#)

**384.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Seg\\_Tree\\_'s solution](#)

**385.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Seg\\_Tree\\_'s solution](#)

**386.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**387.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Seg\\_Tree\\_'s solution](#)

**388.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Seg\\_Tree\\_'s solution](#)

**389.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Seg\\_Tree\\_'s solution](#)

**390.**

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Seg\\_Tree\\_'s solution](#)

**391.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Seg\\_Tree\\_'s solution](#)

**392.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**393.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[Seg\\_Tree\\_'s solution](#)

**394.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Seg\\_Tree\\_'s solution](#)

**395.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[Seg\\_Tree\\_'s solution](#)

**396.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Seg\\_Tree\\_'s solution](#)

**397.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**398.**

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Seg\\_Tree\\_'s solution](#)

**399.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Seg\\_Tree\\_'s solution](#)

**400.**

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**401.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**402.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Seg\\_Tree\\_'s solution](#)

**403.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Seg\\_Tree\\_'s solution](#)

**404.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Seg\\_Tree\\_'s solution](#)

**405.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Seg\\_Tree\\_'s solution](#)

**406.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Seg\\_Tree\\_'s solution](#)

**407.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Seg\\_Tree\\_'s solution](#)

**408.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp  
[Seg\\_Tree\\_'s solution](#)

**409.**

2157F

[Git Gud](#) · [Tutorial](#)

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

[Seg\\_Tree\\_'s solution](#)

**410.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**411.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Seg\\_Tree\\_'s solution](#)

**412.**

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Seg\\_Tree\\_'s solution](#)

**413.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[Seg\\_Tree\\_'s solution](#)

**414.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Seg\\_Tree\\_'s solution](#)

**415.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Seg\\_Tree\\_'s solution](#)

**416.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Seg\\_Tree\\_'s solution](#)

**417.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Seg\\_Tree\\_'s solution](#)

**418.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[Seg\\_Tree\\_'s solution](#)

**419.**

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Seg\\_Tree\\_'s solution](#)

**420.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Seg\\_Tree\\_'s solution](#)

**421.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Seg\\_Tree\\_'s solution](#)

**422.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Seg\\_Tree\\_'s solution](#)

**423.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Seg\\_Tree\\_'s solution](#)

**424.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[Seg\\_Tree\\_'s solution](#)

**425.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Seg\\_Tree\\_'s solution](#)

**426.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Seg\\_Tree\\_'s solution](#)

**427.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Seg\\_Tree\\_'s solution](#)

**428.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Seg\\_Tree\\_'s solution](#)

**429.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Seg\\_Tree\\_'s solution](#)

**430.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Seg\\_Tree\\_'s solution](#)

**431.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Seg\\_Tree\\_'s solution](#)

**432.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Seg\\_Tree\\_'s solution](#)

**433.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[Seg\\_Tree\\_'s solution](#)

**434.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Seg\\_Tree\\_'s solution](#)

**435.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Seg\\_Tree\\_'s solution](#)

**436.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Seg\\_Tree\\_'s solution](#)

**437.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Seg\\_Tree\\_'s solution](#)

**438.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Seg\\_Tree\\_'s solution](#)

**439.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Seg\\_Tree\\_'s solution](#)

**440.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Seg\\_Tree\\_'s solution](#)

**441.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[Seg\\_Tree\\_'s solution](#)

**442.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Seg\\_Tree\\_'s solution](#)

**443.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Seg\\_Tree\\_'s solution](#)

**444.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Seg\\_Tree\\_'s solution](#)

**445.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Seg\\_Tree\\_'s solution](#)

**446.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Seg\\_Tree\\_'s solution](#)

**447.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**448.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Seg\\_Tree\\_'s solution](#)

**449.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Seg\\_Tree\\_'s solution](#)

**450.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Seg\\_Tree\\_'s solution](#)

**451.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Seg\\_Tree\\_'s solution](#)

**452.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Seg\\_Tree\\_'s solution](#)

**453.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Seg\\_Tree\\_'s solution](#)

**454.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Seg\\_Tree\\_'s solution](#)

**455.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Seg\\_Tree\\_'s solution](#)

**456.**

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Seg\\_Tree\\_'s solution](#)

**457.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Seg\\_Tree\\_'s solution](#)

**458.**

710F

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

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Seg\\_Tree\\_'s solution](#)

**459.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Seg\\_Tree\\_'s solution](#)

**460.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Seg\\_Tree\\_'s solution](#)

**461.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Seg\\_Tree\\_'s solution](#)

**462.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[Seg\\_Tree\\_'s solution](#)

**463.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Seg\\_Tree\\_'s solution](#)

**464.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Seg\\_Tree\\_'s solution](#)

**465.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**466.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Seg\\_Tree\\_'s solution](#)

**467.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Seg\\_Tree\\_'s solution](#)

**468.**

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dp, trees

[Seg\\_Tree\\_'s solution](#)

**469.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Seg\\_Tree\\_'s solution](#)

**470.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Seg\\_Tree\\_'s solution](#)

**471.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Seg\\_Tree\\_'s solution](#)

**472.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[Seg\\_Tree\\_'s solution](#)

**473.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Seg\\_Tree\\_'s solution](#)

**474.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**475.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**476.**

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Seg\\_Tree\\_'s solution](#)

**477.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**478.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Seg\\_Tree\\_'s solution](#)

**479.**

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**480.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Seg\\_Tree\\_'s solution](#)

**481.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Seg\\_Tree\\_'s solution](#)

**482.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Seg\\_Tree\\_'s solution](#)

**483.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2023-01-16 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Seg\\_Tree\\_'s solution](#)

**484.**

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Seg\\_Tree\\_'s solution](#)

**485.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[Seg\\_Tree\\_'s solution](#)

**486.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Seg\\_Tree\\_'s solution](#)

**487.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[Seg\\_Tree\\_'s solution](#)

**488.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Seg\\_Tree\\_'s solution](#)

**489.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings  
[Seg\\_Tree 's solution](#)

**490.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, sortings  
[Seg\\_Tree 's solution](#)

**491.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory  
[Seg\\_Tree 's solution](#)

**492.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[Seg\\_Tree 's solution](#)

**493.**

98D

[Help Monks](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree 's solution](#)

**494.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math  
[Seg\\_Tree 's solution](#)

**495.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees  
[Seg\\_Tree 's solution](#)

**496.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers  
[Seg\\_Tree 's solution](#)

**497.**

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings  
[Seg\\_Tree 's solution](#)

**498.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings  
[Seg\\_Tree 's solution](#)

**499.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Seg\\_Tree 's solution](#)

**500.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Seg\\_Tree 's solution](#)

**501.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Seg\\_Tree 's solution](#)

**502.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Seg\\_Tree 's solution](#)

**503.**

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Seg\\_Tree 's solution](#)

**504.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Seg\\_Tree 's solution](#)

**505.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Seg\\_Tree 's solution](#)

**506.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Seg\\_Tree 's solution](#)

**507.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[Seg\\_Tree 's solution](#)

**508.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Seg\\_Tree\\_'s solution](#)

**509.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**510.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**511.**

1990E1

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

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Seg\\_Tree\\_'s solution](#)

**512.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, greedy, interactive

[Seg\\_Tree\\_'s solution](#)

**513.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Seg\\_Tree\\_'s solution](#)

**514.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

[Seg\\_Tree\\_'s solution](#)

**515.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**516.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Seg\\_Tree\\_'s solution](#)

**517.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**518.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**519.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Seg\\_Tree\\_'s solution](#)

**520.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-24 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Seg\\_Tree\\_'s solution](#)

**521.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**522.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Seg\\_Tree\\_'s solution](#)

**523.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**524.**

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Seg\\_Tree\\_'s solution](#)

**525.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Seg\\_Tree\\_'s solution](#)

**526.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Seg\\_Tree\\_'s solution](#)

**527.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Seg\\_Tree\\_'s solution](#)

**528.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[Seg\\_Tree\\_'s solution](#)

**529.**

1725E

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

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees  
[Seg\\_Tree\\_'s solution](#)

**530.**

1788F

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

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees  
[Seg\\_Tree\\_'s solution](#)

**531.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp  
[Seg\\_Tree\\_'s solution](#)

**532.**

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Seg\\_Tree\\_'s solution](#)

**533.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy  
[Seg\\_Tree\\_'s solution](#)

**534.**

1840G2

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

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[Seg\\_Tree\\_'s solution](#)

**535.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths  
[Seg\\_Tree\\_'s solution](#)

**536.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[Seg\\_Tree\\_'s solution](#)

**537.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[Seg\\_Tree\\_'s solution](#)

**538.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Seg\\_Tree\\_'s solution](#)

**539.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[Seg\\_Tree\\_'s solution](#)

**540.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[Seg\\_Tree\\_'s solution](#)

**541.**

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**542.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-06-14 · last AC: 2025-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**543.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**544.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Seg\\_Tree\\_'s solution](#)

**545.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Seg\\_Tree\\_'s solution](#)

**546.**

2151G1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math

[Seg\\_Tree\\_'s solution](#)

**547.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Seg\\_Tree\\_'s solution](#)

**548.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[Seg\\_Tree\\_'s solution](#)

**549.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree\\_'s solution](#)

**550.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[Seg\\_Tree\\_'s solution](#)

**551.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree\\_'s solution](#)

**552.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers  
[Seg\\_Tree\\_'s solution](#)

**553.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[Seg\\_Tree\\_'s solution](#)

**554.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[Seg\\_Tree\\_'s solution](#)

**555.**

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2600 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Seg\\_Tree\\_'s solution](#)

**556.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, trees  
[Seg\\_Tree\\_'s solution](#)

**557.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy  
[Seg\\_Tree\\_'s solution](#)

**558.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Seg\\_Tree\\_'s solution](#)

**559.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Seg\\_Tree\\_'s solution](#)

**560.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Seg\\_Tree\\_'s solution](#)

**561.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Seg\\_Tree\\_'s solution](#)

**562.**

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Seg\\_Tree\\_'s solution](#)

**563.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Seg\\_Tree\\_'s solution](#)

**564.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Seg\\_Tree\\_'s solution](#)

**565.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[Seg\\_Tree\\_'s solution](#)

**566.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Seg\\_Tree\\_'s solution](#)

**567.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[Seg\\_Tree\\_'s solution](#)

**568.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Seg\\_Tree\\_'s solution](#)

**569.**

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Seg\\_Tree\\_'s solution](#)

**570.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Seg\\_Tree\\_'s solution](#)

**571.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**572.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Seg\\_Tree\\_'s solution](#)

**573.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Seg\\_Tree\\_'s solution](#)

**574.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Seg\\_Tree\\_'s solution](#)

**575.**

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-01-04 · last AC: 2024-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Seg\\_Tree\\_'s solution](#)

**576.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[Seg\\_Tree\\_'s solution](#)

**577.**

2006D

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

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**578.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Seg\\_Tree\\_'s solution](#)

**579.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Seg\\_Tree\\_'s solution](#)

**580.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Seg\\_Tree\\_'s solution](#)

**581.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Seg\\_Tree\\_'s solution](#)

**582.**

1990E2

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Seg\\_Tree\\_'s solution](#)

**583.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**584.**

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Seg\\_Tree\\_'s solution](#)

**585.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Seg\\_Tree\\_'s solution](#)

**586.**

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[Seg\\_Tree\\_'s solution](#)

**587.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Seg\\_Tree\\_'s solution](#)

**588.**

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Seg\\_Tree\\_'s solution](#)

**589.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-09-06 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Seg\\_Tree\\_'s solution](#)

**590.**

1805F1

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

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Seg\\_Tree\\_'s solution](#)

**591.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**592.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**593.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[Seg\\_Tree\\_'s solution](#)

**594.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**595.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Seg\\_Tree\\_'s solution](#)

**596.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Seg\\_Tree\\_'s solution](#)

**597.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Seg\\_Tree\\_'s solution](#)

**598.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math  
[Seg\\_Tree 's solution](#)

**599.**

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[Seg\\_Tree 's solution](#)

**600.**

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[Seg\\_Tree 's solution](#)

**601.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[Seg\\_Tree 's solution](#)

**602.**

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities  
[Seg\\_Tree 's solution](#)

**603.**

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, sortings  
[Seg\\_Tree 's solution](#)

**604.**

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[Seg\\_Tree 's solution](#)

**605.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[Seg\\_Tree 's solution](#)

**606.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Seg\\_Tree 's solution](#)

**607.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory  
[Seg\\_Tree 's solution](#)

**608.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Seg\\_Tree 's solution](#)

**609.**

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Seg\\_Tree\\_'s solution](#)

**610.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Seg\\_Tree\\_'s solution](#)

**611.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Seg\\_Tree\\_'s solution](#)

**612.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Seg\\_Tree\\_'s solution](#)

**613.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Seg\\_Tree\\_'s solution](#)

**614.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[Seg\\_Tree\\_'s solution](#)

**615.**

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Seg\\_Tree\\_'s solution](#)

**616.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, matrices

[Seg\\_Tree\\_'s solution](#)

**617.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Seg\\_Tree\\_'s solution](#)

**618.**

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation, math

[Seg\\_Tree\\_'s solution](#)

**619.**

1682F

[MCMF? · Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**620.**

1148F

[Foo Fighters · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**621.**

1511G

[Chips on a Board · Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Seg\\_Tree\\_'s solution](#)

**622.**

1408G

[Clusterization Counting · Tutorial](#)

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**623.**

605E

[Intergalaxy Trips · Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: probabilities, shortest paths

[Seg\\_Tree\\_'s solution](#)

**624.**

839E

[Mother of Dragons · Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Seg\\_Tree\\_'s solution](#)

**625.**

1672H

[Zigu Zagu · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**626.**

1572C

[Paint · Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**627.**

1364E

[X-OR · Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Seg\\_Tree\\_'s solution](#)

**628.**

1634F

[Fibonacci Additions · Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Seg\\_Tree\\_'s solution](#)

**629.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[Seg\\_Tree\\_'s solution](#)

**630.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**631.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Seg\\_Tree\\_'s solution](#)

**632.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Seg\\_Tree\\_'s solution](#)

**633.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Seg\\_Tree\\_'s solution](#)

**634.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Seg\\_Tree\\_'s solution](#)

**635.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**636.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[Seg\\_Tree\\_'s solution](#)

**637.**

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Seg\\_Tree\\_'s solution](#)

**638.**

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[Seg\\_Tree\\_'s solution](#)

**639.**

1292D

[Chaotic V. · Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Seg\\_Tree\\_'s solution](#)

**640.**

1993E

[Xor-Grid Problem · Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Seg\\_Tree\\_'s solution](#)

**641.**

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Seg\\_Tree\\_'s solution](#)

**642.**

1103C

[Johnny Solving · Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Seg\\_Tree\\_'s solution](#)

**643.**

1264E

[Beautiful League · Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Seg\\_Tree\\_'s solution](#)

**644.**

1473F

[Strange Set · Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[Seg\\_Tree\\_'s solution](#)

**645.**

1774F2

[Magician and Pigs \(Hard Version\) · Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Seg\\_Tree\\_'s solution](#)

**646.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\) · Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Seg\\_Tree\\_'s solution](#)

**647.**

576D

[Flights for Regular Customers · Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Seg\\_Tree\\_'s solution](#)

**648.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation

[Seg\\_Tree\\_'s solution](#)

**649.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**650.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Seg\\_Tree\\_'s solution](#)

**651.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Seg\\_Tree\\_'s solution](#)

**652.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**653.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Seg\\_Tree\\_'s solution](#)

**654.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[Seg\\_Tree\\_'s solution](#)

**655.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Seg\\_Tree\\_'s solution](#)

**656.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Seg\\_Tree\\_'s solution](#)

**657.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Seg\\_Tree\\_'s solution](#)

**658.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Seg\\_Tree\\_'s solution](#)

**659.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**660.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Seg\\_Tree\\_'s solution](#)

**661.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Seg\\_Tree\\_'s solution](#)

**662.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Seg\\_Tree\\_'s solution](#)

**663.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Seg\\_Tree\\_'s solution](#)

**664.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Seg\\_Tree\\_'s solution](#)

**665.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Seg\\_Tree\\_'s solution](#)

**666.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Seg\\_Tree\\_'s solution](#)

**667.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[Seg\\_Tree\\_'s solution](#)

**668.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Seg\\_Tree\\_'s solution](#)

**669.**

2124F2

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

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Seg\\_Tree\\_'s solution](#)

**670.**

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Seg\\_Tree\\_'s solution](#)

**671.**

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**672.**

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[Seg\\_Tree\\_'s solution](#)

**673.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Seg\\_Tree\\_'s solution](#)

**674.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Seg\\_Tree\\_'s solution](#)

**675.**

2151G2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**676.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**677.**

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**678.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Seg\\_Tree 's solution](#)

**679.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Seg\\_Tree 's solution](#)

**680.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Seg\\_Tree 's solution](#)

**681.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Seg\\_Tree 's solution](#)

**682.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Seg\\_Tree 's solution](#)

**683.**

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Seg\\_Tree 's solution](#)

**684.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, fft, math

[Seg\\_Tree 's solution](#)

**685.**

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, shortest paths

[Seg\\_Tree 's solution](#)

**686.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Seg\\_Tree 's solution](#)

**687.**

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Seg\\_Tree 's solution](#)

**688.**

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**689.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Seg\\_Tree\\_'s solution](#)

**690.**

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Seg\\_Tree\\_'s solution](#)

**691.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Seg\\_Tree\\_'s solution](#)

**692.**

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Seg\\_Tree\\_'s solution](#)

**693.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Seg\\_Tree\\_'s solution](#)

**694.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[Seg\\_Tree\\_'s solution](#)

**695.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Seg\\_Tree\\_'s solution](#)

**696.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Seg\\_Tree\\_'s solution](#)

**697.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Seg\\_Tree\\_'s solution](#)

**698.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Seg\\_Tree 's solution](#)

**699.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Seg\\_Tree 's solution](#)

**700.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, trees

[Seg\\_Tree 's solution](#)

**701.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Seg\\_Tree 's solution](#)

**702.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Seg\\_Tree 's solution](#)

**703.**

1152F1

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

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[Seg\\_Tree 's solution](#)

**704.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Seg\\_Tree 's solution](#)

**705.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Seg\\_Tree 's solution](#)

**706.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Seg\\_Tree 's solution](#)

**707.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Seg\\_Tree 's solution](#)

**708.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Seg\\_Tree 's solution](#)

**709.**

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Seg\\_Tree 's solution](#)

**710.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Seg\\_Tree 's solution](#)

**711.**

1697F

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

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Seg\\_Tree 's solution](#)

**712.**

1993F2

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Seg\\_Tree 's solution](#)

**713.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Seg\\_Tree 's solution](#)

**714.**

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Seg\\_Tree 's solution](#)

**715.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Seg\\_Tree 's solution](#)

**716.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Seg\\_Tree 's solution](#)

**717.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[Seg\\_Tree 's solution](#)

**718.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**719.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Seg\\_Tree\\_'s solution](#)

**720.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Seg\\_Tree\\_'s solution](#)

**721.**

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[Seg\\_Tree\\_'s solution](#)

**722.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**723.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Seg\\_Tree\\_'s solution](#)

**724.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Seg\\_Tree\\_'s solution](#)

**725.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Seg\\_Tree\\_'s solution](#)

**726.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Seg\\_Tree\\_'s solution](#)

**727.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Seg\\_Tree\\_'s solution](#)

**728.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Seg\\_Tree 's solution](#)

**729.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Seg\\_Tree 's solution](#)

**730.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[Seg\\_Tree 's solution](#)

**731.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Seg\\_Tree 's solution](#)

**732.**

1725D

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

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math

[Seg\\_Tree 's solution](#)

**733.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Seg\\_Tree 's solution](#)

**734.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Seg\\_Tree 's solution](#)

**735.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Seg\\_Tree 's solution](#)

**736.**

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Seg\\_Tree 's solution](#)

**737.**

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Seg\\_Tree 's solution](#)

**738.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows  
[Seg\\_Tree 's solution](#)

**739.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree 's solution](#)

**740.**

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, two pointers  
[Seg\\_Tree 's solution](#)

**741.**

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[Seg\\_Tree 's solution](#)

**742.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation, math  
[Seg\\_Tree 's solution](#)

**743.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, implementation  
[Seg\\_Tree 's solution](#)

**744.**

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation  
[Seg\\_Tree 's solution](#)

**745.**

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory  
[Seg\\_Tree 's solution](#)

**746.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle  
[Seg\\_Tree 's solution](#)

**747.**

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[Seg\\_Tree 's solution](#)

**748.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**749.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Seg\\_Tree\\_'s solution](#)

**750.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Seg\\_Tree\\_'s solution](#)

**751.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Seg\\_Tree\\_'s solution](#)

**752.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths

[Seg\\_Tree\\_'s solution](#)

**753.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, trees

[Seg\\_Tree\\_'s solution](#)

**754.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows

[Seg\\_Tree\\_'s solution](#)

**755.**

1806F1

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

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Seg\\_Tree\\_'s solution](#)

**756.**

1806F2

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

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Seg\\_Tree\\_'s solution](#)

**757.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Seg\\_Tree\\_'s solution](#)

**758.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[Seg\\_Tree\\_'s solution](#)

**759.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Seg\\_Tree\\_'s solution](#)

**760.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[Seg\\_Tree\\_'s solution](#)

**761.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Seg\\_Tree\\_'s solution](#)

**762.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-09-03 · last AC: 2024-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Seg\\_Tree\\_'s solution](#)

**763.**

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, trees

[Seg\\_Tree\\_'s solution](#)

**764.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Seg\\_Tree\\_'s solution](#)

**765.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Seg\\_Tree\\_'s solution](#)

**766.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**767.**

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[Seg\\_Tree\\_'s solution](#)

**768.**

1943E1

[MEX Game 2 \(Easy Version\) · Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[Seg\\_Tree 's solution](#)

**769.**

1667D

[Edge Elimination · Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees  
[Seg\\_Tree 's solution](#)

**770.**

1060F

[Shrinking Tree · Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[Seg\\_Tree 's solution](#)

**771.**

19E

[Fairy · Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu  
[Seg\\_Tree 's solution](#)

**772.**

343E

[Pumping Stations · Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees  
[Seg\\_Tree 's solution](#)

**773.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\) · Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers  
[Seg\\_Tree 's solution](#)

**774.**

167E

[Wizards and Bets · Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, matrices  
[Seg\\_Tree 's solution](#)

**775.**

1965D

[Missing Subarray Sum · Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree 's solution](#)

**776.**

1616F

[Tricolor Triangles · Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices  
[Seg\\_Tree 's solution](#)

**777.**

1032G

[Chattering · Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[Seg\\_Tree 's solution](#)

**778.**

1372E

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

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Seg\\_Tree\\_'s solution](#)

**779.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Seg\\_Tree\\_'s solution](#)

**780.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Seg\\_Tree\\_'s solution](#)

**781.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[Seg\\_Tree\\_'s solution](#)

**782.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, greedy

[Seg\\_Tree\\_'s solution](#)

**783.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Seg\\_Tree\\_'s solution](#)

**784.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[Seg\\_Tree\\_'s solution](#)

**785.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[Seg\\_Tree\\_'s solution](#)

**786.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Seg\\_Tree\\_'s solution](#)

**787.**

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Seg\\_Tree\\_'s solution](#)

**788.**

1743G

[Antifonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Seg\\_Tree\\_'s solution](#)

**789.**

1637G

[Birthday · Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Seg\\_Tree\\_'s solution](#)

**790.**

1969F

[Card Pairing · Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, hashing, implementation

[Seg\\_Tree\\_'s solution](#)

**791.**

1558E

[Down Below · Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Seg\\_Tree\\_'s solution](#)

**792.**

936D

[World of Tank · Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**793.**

1181E2

[A Story of One Country \(Hard\) · Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**794.**

1250D

[Conference Problem · Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**795.**

1672I

[PermutationForces · Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**796.**

1667E

[Centroid Probabilities · Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Seg\\_Tree\\_'s solution](#)

**797.**

1707D

[Partial Virtual Trees · Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Seg\\_Tree\\_'s solution](#)

**798.**

568E

[Longest Increasing Subsequence · Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Seg\\_Tree\\_'s solution](#)

**799.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Seg\\_Tree\\_'s solution](#)

**800.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**801.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math

[Seg\\_Tree\\_'s solution](#)

**802.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp

[Seg\\_Tree\\_'s solution](#)

**803.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Seg\\_Tree\\_'s solution](#)

**804.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Seg\\_Tree\\_'s solution](#)

**805.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Seg\\_Tree\\_'s solution](#)

**806.**

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**807.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Seg\\_Tree\\_'s solution](#)

**808.**

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[Seg\\_Tree\\_'s solution](#)

**809.**

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs,

probabilities, trees

[Seg\\_Tree\\_'s solution](#)

**810.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, sortings

[Seg\\_Tree\\_'s solution](#)

**811.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**812.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Seg\\_Tree\\_'s solution](#)

**813.**

1787G

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

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-08-21 · last AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[Seg\\_Tree\\_'s solution](#)

**814.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Seg\\_Tree\\_'s solution](#)

**815.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Seg\\_Tree\\_'s solution](#)

**816.**

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**817.**

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Seg\\_Tree\\_'s solution](#)

**818.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Seg\\_Tree\\_'s solution](#)

**819.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**820.**

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Seg\\_Tree\\_'s solution](#)

**821.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Seg\\_Tree\\_'s solution](#)

**822.**

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Seg\\_Tree\\_'s solution](#)

**823.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[Seg\\_Tree\\_'s solution](#)

**824.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Seg\\_Tree\\_'s solution](#)

**825.**

453E

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

Quality: 911 global accepts · Rating: 3100 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**826.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Seg\\_Tree\\_'s solution](#)

**827.**

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Seg\\_Tree\\_'s solution](#)

**828.**

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Seg\\_Tree\\_'s solution](#)

**829.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games

[Seg\\_Tree\\_'s solution](#)

**830.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy

[Seg\\_Tree\\_'s solution](#)

**831.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Seg\\_Tree\\_'s solution](#)

**832.**

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[Seg\\_Tree\\_'s solution](#)

**833.**

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Seg\\_Tree\\_'s solution](#)

**834.**

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, math

[Seg\\_Tree\\_'s solution](#)

**835.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**836.**

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Seg\\_Tree\\_'s solution](#)

**837.**

2027E2

[Bit Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Seg\\_Tree\\_'s solution](#)

**838.**

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Seg\\_Tree\\_'s solution](#)

**839.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Seg\\_Tree\\_'s solution](#)

**840.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[Seg\\_Tree\\_'s solution](#)

**841.**

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[Seg\\_Tree\\_'s solution](#)

**842.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft

[Seg\\_Tree\\_'s solution](#)

**843.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Seg\\_Tree\\_'s solution](#)

**844.**

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Seg\\_Tree\\_'s solution](#)

**845.**

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**846.**

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Seg\\_Tree\\_'s solution](#)

**847.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**848.**

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**849.**

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Seg\\_Tree\\_'s solution](#)

**850.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
[Seg\\_Tree\\_'s solution](#)

**851.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[Seg\\_Tree\\_'s solution](#)

**852.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, sortings  
[Seg\\_Tree\\_'s solution](#)

**853.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree\\_'s solution](#)

**854.**

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[Seg\\_Tree\\_'s solution](#)

**855.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Seg\\_Tree\\_'s solution](#)

**856.**

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees  
[Seg\\_Tree\\_'s solution](#)

**857.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive  
[Seg\\_Tree\\_'s solution](#)

**858.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures  
[Seg\\_Tree\\_'s solution](#)

**859.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[Seg\\_Tree\\_'s solution](#)

**860.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[Seg\\_Tree\\_'s solution](#)

**861.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Seg\\_Tree 's solution](#)

**862.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[Seg\\_Tree 's solution](#)

**863.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[Seg\\_Tree 's solution](#)

**864.**

1973F

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

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Seg\\_Tree 's solution](#)

**865.**

679E

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

Quality: 820 global accepts · Rating: 3100 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Seg\\_Tree 's solution](#)

**866.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Seg\\_Tree 's solution](#)

**867.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Seg\\_Tree 's solution](#)

**868.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Seg\\_Tree 's solution](#)

**869.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-10 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Seg\\_Tree 's solution](#)

**870.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-01-20 · last AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Seg\\_Tree 's solution](#)

**871.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[Seg\\_Tree](#) 's solution

**872.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[Seg\\_Tree](#) 's solution

**873.**

1805F2

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

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers  
[Seg\\_Tree](#) 's solution

**874.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[Seg\\_Tree](#) 's solution

**875.**

2159D2

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

Quality: 396 global accepts · Rating: 3200 · first AC: 2026-04-23 · last AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[Seg\\_Tree](#) 's solution

**876.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation  
[Seg\\_Tree](#) 's solution

**877.**

1210F2

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

Quality: 430 global accepts · Rating: 3200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities  
[Seg\\_Tree](#) 's solution

**878.**

2055F

[Cosmic Divide](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, hashing, math, strings  
[Seg\\_Tree](#) 's solution

**879.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings  
[Seg\\_Tree](#) 's solution

**880.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory  
[Seg\\_Tree](#) 's solution

**881.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[Seg\\_Tree 's solution](#)

**882.**

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Seg\\_Tree 's solution](#)

**883.**

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Seg\\_Tree 's solution](#)

**884.**

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Seg\\_Tree 's solution](#)

**885.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees

[Seg\\_Tree 's solution](#)

**886.**

750G

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

Quality: 525 global accepts · Rating: 3200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Seg\\_Tree 's solution](#)

**887.**

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Seg\\_Tree 's solution](#)

**888.**

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, constructive algorithms, graphs

[Seg\\_Tree 's solution](#)

**889.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive

[Seg\\_Tree 's solution](#)

**890.**

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp

[Seg\\_Tree 's solution](#)

**891.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Seg\\_Tree\\_'s solution](#)

**892.**

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[Seg\\_Tree\\_'s solution](#)

**893.**

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Seg\\_Tree\\_'s solution](#)

**894.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Seg\\_Tree\\_'s solution](#)

**895.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Seg\\_Tree\\_'s solution](#)

**896.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Seg\\_Tree\\_'s solution](#)

**897.**

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Seg\\_Tree\\_'s solution](#)

**898.**

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Seg\\_Tree\\_'s solution](#)

**899.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy

[Seg\\_Tree\\_'s solution](#)

**900.**

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Seg\\_Tree\\_'s solution](#)

**901.**

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Seg\\_Tree\\_'s solution](#)

**902.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Seg\\_Tree\\_'s solution](#)

**903.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Seg\\_Tree\\_'s solution](#)

**904.**

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[Seg\\_Tree\\_'s solution](#)

**905.**

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs

[Seg\\_Tree\\_'s solution](#)

**906.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**907.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**908.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Seg\\_Tree\\_'s solution](#)

**909.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Seg\\_Tree\\_'s solution](#)

**910.**

1556G

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

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Seg\\_Tree\\_'s solution](#)

**911.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Seg\\_Tree\\_'s solution](#)

**912.**

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

[Seg\\_Tree\\_'s solution](#)

**913.**

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[Seg\\_Tree\\_'s solution](#)

**914.**

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Seg\\_Tree\\_'s solution](#)

**915.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Seg\\_Tree\\_'s solution](#)

**916.**

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[Seg\\_Tree\\_'s solution](#)

**917.**

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Seg\\_Tree\\_'s solution](#)

**918.**

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Seg\\_Tree\\_'s solution](#)

**919.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Seg\\_Tree\\_'s solution](#)

**920.**

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[Seg\\_Tree\\_'s solution](#)

**921.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Seg\\_Tree\\_'s solution](#)

**922.**

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Seg\\_Tree\\_'s solution](#)

**923.**

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Seg\\_Tree\\_'s solution](#)

**924.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Seg\\_Tree\\_'s solution](#)

**925.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Seg\\_Tree\\_'s solution](#)

**926.**

1874G

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

Quality: 147 global accepts · Rating: 3500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Seg\\_Tree\\_'s solution](#)

**927.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[Seg\\_Tree\\_'s solution](#)

**928.**

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Seg\\_Tree\\_'s solution](#)

**929.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Seg\\_Tree\\_'s solution](#)

**930.**

2084G2

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

Quality: 108 global accepts · Rating: 3500 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Seg\\_Tree\\_'s solution](#)

**931.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Seg\\_Tree\\_'s solution](#)

**932.**

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Seg\\_Tree 's solution](#)

**933.**

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[Seg\\_Tree 's solution](#)

**934.**

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Seg\\_Tree 's solution](#)

**935.**

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[Seg\\_Tree 's solution](#)

**936.**

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 3500 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[Seg\\_Tree 's solution](#)

**937.**

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[Seg\\_Tree 's solution](#)

**938.**

1276E

[Four Stones](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 3500 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Seg\\_Tree 's solution](#)

**939.**

1083D

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

Quality: 357 global accepts · Rating: 3500 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Seg\\_Tree 's solution](#)

**940.**

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Seg\\_Tree 's solution](#)

**941.**

1942H

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

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, trees

[Seg\\_Tree 's solution](#)

**942.**

1943F

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

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Seg\\_Tree 's solution](#)

**943.**

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Seg\\_Tree 's solution](#)

**944.**

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Seg\\_Tree 's solution](#)

**945.**

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[Seg\\_Tree 's solution](#)

**946.**

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Seg\\_Tree 's solution](#)

**947.**

102396D

[Cutting Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Seg\\_Tree 's solution](#)

**948.**

102803E

[Everybody Lost Somebody](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Seg\\_Tree 's solution](#)

**949.**

105667C

[MIT Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Seg\\_Tree 's solution](#)

**950.**

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Seg\\_Tree 's solution](#)

**951.**

102978A

[Ascending Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Seg\\_Tree 's solution](#)

**952.**

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Seg\\_Tree 's solution](#)

**953.**

103415E

[Mathlab](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Seg\\_Tree 's solution](#)

**954.**

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Seg\\_Tree 's solution](#)

**955.**

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Seg\\_Tree 's solution](#)

**956.**

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2023-08-25 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[Seg\\_Tree 's solution](#)