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Unique solved — Sin Watt

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

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

Filters: none

Count: 787

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Sin Watt's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Sin Watt's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[Sin Watt's solution](#)

4.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sin Watt's solution](#)

5.

2170A

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

Quality: 19,908 global accepts · Rating: 800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Sin Watt's solution](#)

6.

2157A

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

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Sin Watt's solution](#)

7.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

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8.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

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9.

2160A

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Quality: 22,454 global accepts · Rating: 800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Sin Watt's solution](#)

10.

2147A

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Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Sin_Watt's solution](#)

11.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Sin_Watt's solution](#)

12.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[Sin_Watt's solution](#)

13.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,385 global accepts · Rating: 800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Sin_Watt's solution](#)

14.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Sin_Watt's solution](#)

15.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Sin_Watt's solution](#)

16.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Sin_Watt's solution](#)

17.

676A

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Quality: 14,699 global accepts · Rating: 800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
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18.

2124A

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Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[Sin_Watt's solution](#)

19.

2112A

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[Sin_Watt's solution](#)

20.

2111A

[Energy Crystals](#) · [Tutorial](#)

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[Sin_Watt's solution](#)

21.

2110A

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Quality: 29,828 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[Sin_Watt's solution](#)

22.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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23.

2109A

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Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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24.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
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25.

2104A

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Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math
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26.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
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27.

2096A

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Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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28.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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29.

2062A

[String](#) · [Tutorial](#)

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30.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[Sin_Watt's solution](#)

31.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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32.

2063A

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[Sin_Watt's solution](#)

33.

2061A

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

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34.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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35.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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36.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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37.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

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38.

2029A

[Set](#) · [Tutorial](#)

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39.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sin_Watt's solution](#)

40.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

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[Sin_Watt's solution](#)

41.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sin_Watt's solution](#)

42.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Sin_Watt's solution](#)

43.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Sin_Watt's solution](#)

44.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sin_Watt's solution](#)

45.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sin_Watt's solution](#)

46.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sin_Watt's solution](#)

47.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Sin_Watt's solution](#)

48.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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49.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sin_Watt's solution](#)

50.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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51.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,332 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Sin_Watt's solution](#)

52.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sin_Watt's solution](#)

53.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sin_Watt's solution](#)

54.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Sin_Watt's solution](#)

55.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Sin_Watt's solution](#)

56.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math

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57.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Sin_Watt's solution](#)

58.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[Sin_Watt's solution](#)

59.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Sin_Watt's solution](#)

60.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Sin_Watt's solution](#)

61.

1956A

[Nene's Game](#) · [Tutorial](#)

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62.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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63.

1944A

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Quality: 28,735 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
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64.

1948A

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[Sin_Watt's solution](#)

65.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Sin_Watt's solution](#)

66.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Sin_Watt's solution](#)

67.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Sin_Watt's solution](#)

68.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Sin_Watt's solution](#)

69.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Sin_Watt's solution](#)

70.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[Sin_Watt's solution](#)

71.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Sin_Watt's solution](#)

72.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, strings

[Sin_Watt's solution](#)

73.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sin_Watt's solution](#)

74.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Sin_Watt's solution](#)

75.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sin_Watt's solution](#)

76.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,306 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Sin_Watt's solution](#)

77.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,287 global accepts · Rating: 800 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sin_Watt's solution](#)

78.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Sin_Watt's solution](#)

79.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sin_Watt's solution](#)

80.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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81.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,919 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Sin_Watt's solution](#)

82.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Sin_Watt's solution](#)

- 83.**
1877A
[Goals of Victory](#) · [Tutorial](#)
Quality: 52,308 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[Sin_Watt's solution](#)
- 84.**
1845A
[Forbidden Integer](#) · [Tutorial](#)
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[Sin_Watt's solution](#)
- 85.**
1882A
[Increasing Sequence](#) · [Tutorial](#)
Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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- 86.**
1870A
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- 87.**
1867A
[green gold dog.array and permutation](#) · [Tutorial](#)
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- 88.**
1864A
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- 89.**
1863A
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- 90.**
1861A
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Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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- 91.**
1844A
[Subtraction Game](#) · [Tutorial](#)
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[Sin_Watt's solution](#)
- 92.**
1849A
[Morning Sandwich](#) · [Tutorial](#)
Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Sin_Watt's solution](#)
- 93.**
1810B
[Candies](#) · [Tutorial](#)
Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number

theory

[Sin_Watt's solution](#)

94.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Sin_Watt's solution](#)

95.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Sin_Watt's solution](#)

96.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sin_Watt's solution](#)

97.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Sin_Watt's solution](#)

98.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sin_Watt's solution](#)

99.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Sin_Watt's solution](#)

100.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Sin_Watt's solution](#)

101.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-31 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Sin_Watt's solution](#)

102.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sin_Watt's solution](#)

103.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Sin_Watt's solution](#)

104.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sin_Watt's solution](#)

105.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Sin_Watt's solution](#)

106.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[Sin_Watt's solution](#)

107.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sin_Watt's solution](#)

108.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sin_Watt's solution](#)

109.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Sin_Watt's solution](#)

110.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[Sin_Watt's solution](#)

111.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Sin_Watt's solution](#)

112.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Sin_Watt's solution](#)

113.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Sin_Watt's solution](#)

114.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sin_Watt's solution](#)

115.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Sin_Watt's solution](#)

116.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Sin_Watt's solution](#)

117.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 1000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Sin_Watt's solution](#)

118.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sin_Watt's solution](#)

119.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Sin_Watt's solution](#)

120.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Sin_Watt's solution](#)

121.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Sin_Watt's solution](#)

122.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Sin_Watt's solution](#)

123.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[Sin_Watt's solution](#)

124.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Sin_Watt's solution](#)

125.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sin_Watt's solution](#)

126.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,233 global accepts · Rating: 1000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Sin_Watt's solution](#)

127.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sin_Watt's solution](#)

128.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Sin_Watt's solution](#)

129.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sin_Watt's solution](#)

130.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Sin_Watt's solution](#)

131.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sin_Watt's solution](#)

132.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sin_Watt's solution](#)

133.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Sin_Watt's solution](#)

134.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sin_Watt's solution](#)

135.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,115 global accepts · Rating: 1100 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

greedy

[Sin_Watt's solution](#)

136.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Sin_Watt's solution](#)

137.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Sin_Watt's solution](#)

138.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Sin_Watt's solution](#)

139.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Sin_Watt's solution](#)

140.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Sin_Watt's solution](#)

141.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Sin_Watt's solution](#)

142.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Sin_Watt's solution](#)

143.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Sin_Watt's solution](#)

144.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Sin_Watt's solution](#)

145.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,041 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[Sin_Watt's solution](#)

146.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Sin_Watt's solution](#)

147.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sin_Watt's solution](#)

148.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Sin_Watt's solution](#)

149.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Sin_Watt's solution](#)

150.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Sin_Watt's solution](#)

151.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Sin_Watt's solution](#)

152.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sin_Watt's solution](#)

153.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Sin_Watt's solution](#)

154.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Sin_Watt's solution](#)

155.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Sin_Watt's solution](#)

156.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[Sin_Watt's solution](#)

157.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Sin_Watt's solution](#)

158.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[Sin_Watt's solution](#)

159.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Sin_Watt's solution](#)

160.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Sin_Watt's solution](#)

161.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[Sin_Watt's solution](#)

162.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[Sin_Watt's solution](#)

163.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Sin_Watt's solution](#)

164.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Sin_Watt's solution](#)

165.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[Sin_Watt's solution](#)

166.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sin_Watt's solution](#)

167.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Sin_Watt's solution](#)

168.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sin_Watt's solution](#)

169.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Sin_Watt's solution](#)

170.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sin_Watt's solution](#)

171.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Sin_Watt's solution](#)

172.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Sin_Watt's solution](#)

173.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Sin_Watt's solution](#)

174.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Sin_Watt's solution](#)

175.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Sin_Watt's solution](#)

176.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[Sin_Watt's solution](#)

177.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[Sin_Watt's solution](#)

178.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Sin_Watt's solution](#)

179.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Sin_Watt's solution](#)

180.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[Sin_Watt's solution](#)

181.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[Sin_Watt's solution](#)

182.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[Sin_Watt's solution](#)

183.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Sin_Watt's solution](#)

184.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[Sin_Watt's solution](#)

185.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Sin_Watt's solution](#)

186.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[Sin_Watt's solution](#)

187.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Sin_Watt's solution](#)

188.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Sin_Watt's solution](#)

189.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Sin_Watt's solution](#)

190.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Sin_Watt's solution](#)

191.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Sin_Watt's solution](#)

192.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Sin_Watt's solution](#)

193.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Sin_Watt's solution](#)

194.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Sin_Watt's solution](#)

195.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sin_Watt's solution](#)

196.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1300 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Sin_Watt's solution](#)

197.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Sin_Watt's solution](#)

198.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Sin_Watt's solution](#)

199.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sin_Watt's solution](#)

200.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Sin_Watt's solution](#)

201.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Sin_Watt's solution](#)

202.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Sin_Watt's solution](#)

203.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Sin_Watt's solution](#)

204.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Sin_Watt's solution](#)

205.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Sin_Watt's solution](#)

206.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Sin_Watt's solution](#)

207.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Sin_Watt's solution](#)

208.

1981B

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

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Sin_Watt's solution](#)

209.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Sin_Watt's solution](#)

210.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Sin_Watt's solution](#)

211.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Sin_Watt's solution](#)

212.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Sin_Watt's solution](#)

213.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Sin_Watt's solution](#)

214.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Sin_Watt's solution](#)

215.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Sin_Watt's solution](#)

216.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Sin_Watt's solution](#)

217.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Sin_Watt's solution](#)

218.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,281 global accepts · Rating: 1300 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Sin_Watt's solution](#)

219.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Sin_Watt's solution](#)

220.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Sin_Watt's solution](#)

221.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[Sin_Watt's solution](#)

222.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Sin_Watt's solution](#)

223.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Sin_Watt's solution](#)

224.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Sin_Watt's solution](#)

225.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Sin_Watt's solution](#)

226.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Sin_Watt's solution](#)

227.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Sin_Watt's solution](#)

228.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Sin_Watt's solution](#)

229.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[Sin_Watt's solution](#)

230.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Sin_Watt's solution](#)

231.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Sin_Watt's solution](#)

232.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Sin_Watt's solution](#)

233.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Sin_Watt's solution](#)

234.

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sin_Watt's solution](#)

235.

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Sin_Watt's solution](#)

236.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Sin_Watt's solution](#)

237.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Sin_Watt's solution](#)

238.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Sin_Watt's solution](#)

239.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Sin_Watt's solution](#)

240.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Sin_Watt's solution](#)

241.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Sin_Watt's solution](#)

242.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sin_Watt's solution](#)

243.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Sin_Watt's solution](#)

244.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Sin_Watt's solution](#)

245.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[Sin_Watt's solution](#)

246.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Sin_Watt's solution](#)

247.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy
[Sin_Watt's solution](#)

248.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[Sin_Watt's solution](#)

249.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Sin_Watt's solution](#)

250.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[Sin_Watt's solution](#)

251.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[Sin_Watt's solution](#)

252.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[Sin_Watt's solution](#)

253.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[Sin_Watt's solution](#)

254.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,825 global accepts · Rating: 1500 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[Sin_Watt's solution](#)

255.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Sin_Watt's solution](#)

256.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[Sin_Watt's solution](#)

257.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Sin_Watt's solution](#)

258.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sin_Watt's solution](#)

259.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Sin_Watt's solution](#)

260.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Sin_Watt's solution](#)

261.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[Sin_Watt's solution](#)

262.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Sin_Watt's solution](#)

263.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Sin_Watt's solution](#)

264.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Sin_Watt's solution](#)

265.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Sin_Watt's solution](#)

266.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Sin_Watt's solution](#)

267.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Sin_Watt's solution](#)

268.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Sin_Watt's solution](#)

269.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Sin_Watt's solution](#)

270.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Sin_Watt's solution](#)

271.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Sin_Watt's solution](#)

272.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Sin_Watt's solution](#)

273.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Sin_Watt's solution](#)

274.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sin_Watt's solution](#)

275.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Sin_Watt's solution](#)

276.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Sin_Watt's solution](#)

277.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Sin_Watt's solution](#)

278.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Sin_Watt's solution](#)

279.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Sin_Watt's solution](#)

280.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: games

[Sin_Watt's solution](#)

281.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Sin_Watt's solution](#)

282.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Sin_Watt's solution](#)

283.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Sin_Watt's solution](#)

284.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Sin_Watt's solution](#)

285.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Sin_Watt's solution](#)

286.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Sin_Watt's solution](#)

287.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Sin_Watt's solution](#)

288.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Sin_Watt's solution](#)

289.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Sin_Watt's solution](#)

290.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Sin_Watt's solution](#)

291.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Sin_Watt's solution](#)

292.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Sin_Watt's solution](#)

293.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Sin_Watt's solution](#)

294.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[Sin_Watt's solution](#)

295.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Sin_Watt's solution](#)

296.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Sin_Watt's solution](#)

297.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Sin_Watt's solution](#)

298.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Sin_Watt's solution](#)

299.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Sin_Watt's solution](#)

300.

1937C

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

Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Sin_Watt's solution](#)

301.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Sin_Watt's solution](#)

302.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Sin_Watt's solution](#)

303.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Sin_Watt's solution](#)

304.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Sin_Watt's solution](#)

305.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Sin_Watt's solution](#)

306.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Sin_Watt's solution](#)

307.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Sin_Watt's solution](#)

308.

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Sin_Watt's solution](#)

309.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Sin_Watt's solution](#)

310.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Sin_Watt's solution](#)

311.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Sin_Watt's solution](#)

312.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[Sin_Watt's solution](#)

313.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Sin_Watt's solution](#)

314.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Sin_Watt's solution](#)

315.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Sin_Watt's solution](#)

316.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Sin_Watt's solution](#)

317.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Sin_Watt's solution](#)

318.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Sin_Watt's solution](#)

319.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Sin_Watt's solution](#)

320.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Sin_Watt's solution](#)

321.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Sin_Watt's solution](#)

322.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Sin_Watt's solution](#)

323.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Sin_Watt's solution](#)

324.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Sin_Watt's solution](#)

325.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Sin_Watt's solution](#)

326.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Sin_Watt's solution](#)

327.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Sin_Watt's solution](#)

328.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Sin_Watt's solution](#)

329.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Sin_Watt's solution](#)

330.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Sin_Watt's solution](#)

331.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Sin_Watt's solution](#)

332.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[Sin_Watt's solution](#)

333.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Sin_Watt's solution](#)

334.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Sin_Watt's solution](#)

335.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Sin_Watt's solution](#)

336.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Sin_Watt's solution](#)

337.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-22 · last AC: 2025-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Sin_Watt's solution](#)

338.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Sin_Watt's solution](#)

339.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Sin_Watt's solution](#)

340.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sin_Watt's solution](#)

341.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Sin_Watt's solution](#)

342.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Sin_Watt's solution](#)

343.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Sin_Watt's solution](#)

344.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Sin_Watt's solution](#)

345.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Sin_Watt's solution](#)

346.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp,

greedy, math, number theory, sortings

[Sin_Watt's solution](#)

347.

1929D

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

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Sin_Watt's solution](#)

348.

1902E

[Collapsing Strings](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[Sin_Watt's solution](#)

349.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Sin_Watt's solution](#)

350.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Sin_Watt's solution](#)

351.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Sin_Watt's solution](#)

352.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

[Sin_Watt's solution](#)

353.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Sin_Watt's solution](#)

354.

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Sin_Watt's solution](#)

355.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy

[Sin_Watt's solution](#)

356.

2158D

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

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Sin_Watt's solution](#)

357.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Sin_Watt's solution](#)

358.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Sin_Watt's solution](#)

359.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[Sin_Watt's solution](#)

360.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Sin_Watt's solution](#)

361.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Sin_Watt's solution](#)

362.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Sin_Watt's solution](#)

363.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sin_Watt's solution](#)

364.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Sin_Watt's solution](#)

365.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Sin_Watt's solution](#)

366.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Sin_Watt's solution](#)

367.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Sin_Watt's solution](#)

368.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Sin_Watt's solution](#)

369.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Sin_Watt's solution](#)

370.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Sin_Watt's solution](#)

371.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Sin_Watt's solution](#)

372.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Sin_Watt's solution](#)

373.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Sin_Watt's solution](#)

374.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Sin_Watt's solution](#)

375.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Sin_Watt's solution](#)

376.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Sin_Watt's solution](#)

377.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Sin_Watt's solution](#)

378.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Sin_Watt's solution](#)

379.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Sin_Watt's solution](#)

380.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Sin_Watt's solution](#)

381.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Sin_Watt's solution](#)

382.

2150C

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

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sin_Watt's solution](#)

383.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Sin_Watt's solution](#)

384.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Sin_Watt's solution](#)

385.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Sin_Watt's solution](#)

386.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Sin_Watt's solution](#)

387.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Sin_Watt's solution](#)

388.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Sin_Watt's solution](#)

389.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Sin_Watt's solution](#)

390.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Sin_Watt's solution](#)

391.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Sin_Watt's solution](#)

392.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Sin_Watt's solution](#)

393.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-09-09 · last AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Sin_Watt's solution](#)

394.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Sin_Watt's solution](#)

395.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Sin_Watt's solution](#)

396.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Sin_Watt's solution](#)

397.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Sin_Watt's solution](#)

398.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Sin_Watt's solution](#)

399.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Sin_Watt's solution](#)

400.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Sin_Watt's solution](#)

401.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Sin_Watt's solution](#)

402.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Sin_Watt's solution](#)

403.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, ternary search

[Sin_Watt's solution](#)

404.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Sin_Watt's solution](#)

405.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Sin_Watt's solution](#)

406.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Sin_Watt's solution](#)

407.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Sin_Watt's solution](#)

408.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Sin_Watt's solution](#)

409.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Sin_Watt's solution](#)

410.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Sin_Watt's solution](#)

411.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Sin_Watt's solution](#)

412.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Sin_Watt's solution](#)

413.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Sin_Watt's solution](#)

414.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sin_Watt's solution](#)

415.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[Sin_Watt's solution](#)

416.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Sin_Watt's solution](#)

417.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Sin_Watt's solution](#)

418.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Sin_Watt's solution](#)

419.

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Sin_Watt's solution](#)

420.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Sin_Watt's solution](#)

421.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Sin_Watt's solution](#)

422.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Sin_Watt's solution](#)

423.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Sin_Watt's solution](#)

424.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Sin_Watt's solution](#)

425.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Sin_Watt's solution](#)

426.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Sin_Watt's solution](#)

427.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Sin_Watt's solution](#)

428.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Sin_Watt's solution](#)

429.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Sin_Watt's solution](#)

430.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Sin_Watt's solution](#)

431.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Sin_Watt's solution](#)

432.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Sin_Watt's solution](#)

433.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Sin_Watt's solution](#)

434.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Sin_Watt's solution](#)

435.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Sin_Watt's solution](#)

436.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Sin_Watt's solution](#)

437.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Sin_Watt's solution](#)

438.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Sin_Watt's solution](#)

439.

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sin_Watt's solution](#)

440.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Sin_Watt's solution](#)

441.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Sin_Watt's solution](#)

442.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Sin_Watt's solution](#)

443.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Sin_Watt's solution](#)

444.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Sin_Watt's solution](#)

445.

677D

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Quality: 1,958 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Sin_Watt's solution](#)

446.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, math, number theory

[Sin_Watt's solution](#)

447.

2035E

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Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Sin_Watt's solution](#)

448.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Sin_Watt's solution](#)

449.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Sin_Watt's solution](#)

450.

1468M

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Quality: 1,130 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, implementation

[Sin_Watt's solution](#)

451.

1009F

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Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Sin_Watt's solution](#)

452.

1245F

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Quality: 2,264 global accepts · Rating: 2300 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Sin_Watt's solution](#)

453.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[Sin_Watt's solution](#)

454.

888G

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Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Sin_Watt's solution](#)

455.

1625D

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Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Sin_Watt's solution](#)

456.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[Sin_Watt's solution](#)

457.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Sin_Watt's solution](#)

458.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Sin_Watt's solution](#)

459.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Sin_Watt's solution](#)

460.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Sin_Watt's solution](#)

461.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, games

[Sin_Watt's solution](#)

462.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[Sin_Watt's solution](#)

463.

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Sin_Watt's solution](#)

464.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Sin_Watt's solution](#)

465.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Sin_Watt's solution](#)

466.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sin_Watt's solution](#)

467.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Sin_Watt's solution](#)

468.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Sin_Watt's solution](#)

469.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Sin_Watt's solution](#)

470.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Sin_Watt's solution](#)

471.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-01-30 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Sin_Watt's solution](#)

472.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Sin_Watt's solution](#)

473.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Sin_Watt's solution](#)

474.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Sin_Watt's solution](#)

475.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2025-01-03 · last AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute

force, constructive algorithms, data structures, graphs, math

[Sin_Watt's solution](#)

476.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Sin_Watt's solution](#)

477.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Sin_Watt's solution](#)

478.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Sin_Watt's solution](#)

479.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Sin_Watt's solution](#)

480.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sin_Watt's solution](#)

481.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Sin_Watt's solution](#)

482.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Sin_Watt's solution](#)

483.

2109E

[Binary String Wowie](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[Sin_Watt's solution](#)

484.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Sin_Watt's solution](#)

485.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Sin_Watt's solution](#)

486.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Sin_Watt's solution](#)

487.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, greedy

[Sin_Watt's solution](#)

488.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities

[Sin_Watt's solution](#)

489.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices

[Sin_Watt's solution](#)

490.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Sin_Watt's solution](#)

491.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Sin_Watt's solution](#)

492.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2024-05-29 · last AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Sin_Watt's solution](#)

493.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Sin_Watt's solution](#)

494.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Sin_Watt's solution](#)

495.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-05-11 · last AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Sin_Watt's solution](#)

496.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Sin_Watt's solution](#)

497.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Sin_Watt's solution](#)

498.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Sin_Watt's solution](#)

499.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Sin_Watt's solution](#)

500.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Sin_Watt's solution](#)

501.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Sin_Watt's solution](#)

502.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Sin_Watt's solution](#)

503.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Sin_Watt's solution](#)

504.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Sin_Watt's solution](#)

505.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Sin_Watt's solution](#)

506.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees

[Sin_Watt's solution](#)

507.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sin_Watt's solution](#)

508.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Sin_Watt's solution](#)

509.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Sin_Watt's solution](#)

510.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Sin_Watt's solution](#)

511.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Sin_Watt's solution](#)

512.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Sin_Watt's solution](#)

513.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Sin_Watt's solution](#)

514.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sin_Watt's solution](#)

515.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Sin_Watt's solution](#)

516.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[Sin_Watt's solution](#)

517.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Sin_Watt's solution](#)

518.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Sin_Watt's solution](#)

519.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Sin_Watt's solution](#)

520.

1585F

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

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sin_Watt's solution](#)

521.

1591F

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

Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Sin_Watt's solution](#)

522.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Sin_Watt's solution](#)

523.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Sin_Watt's solution](#)

524.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Sin_Watt's solution](#)

525.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[Sin_Watt's solution](#)

526.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2024-03-11 · last AC: 2024-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Sin_Watt's solution](#)

527.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,305 global accepts · Rating: 2400 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Sin_Watt's solution](#)

528.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Sin_Watt's solution](#)

529.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Sin_Watt's solution](#)

530.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Sin_Watt's solution](#)

531.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Sin_Watt's solution](#)

532.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Sin_Watt's solution](#)

533.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sin_Watt's solution](#)

534.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Sin_Watt's solution](#)

535.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Sin_Watt's solution](#)

536.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[Sin_Watt's solution](#)

537.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Sin_Watt's solution](#)

538.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Sin_Watt's solution](#)

539.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Sin_Watt's solution](#)

540.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Sin_Watt's solution](#)

541.

1891E

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

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Sin_Watt's solution](#)

542.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Sin_Watt's solution](#)

543.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Sin_Watt's solution](#)

544.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Sin_Watt's solution](#)

545.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Sin_Watt's solution](#)

546.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Sin_Watt's solution](#)

547.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Sin_Watt's solution](#)

548.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Sin_Watt's solution](#)

549.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: games, two pointers

[Sin_Watt's solution](#)

550.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Sin_Watt's solution](#)

551.

2022E1

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

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Sin_Watt's solution](#)

552.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Sin_Watt's solution](#)

553.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sin_Watt's solution](#)

554.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Sin_Watt's solution](#)

555.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sin_Watt's solution](#)

556.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Sin_Watt's solution](#)

557.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Sin_Watt's solution](#)

558.

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Sin_Watt's solution](#)

559.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Sin_Watt's solution](#)

560.

778C

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

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Sin_Watt's solution](#)

561.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Sin_Watt's solution](#)

562.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Sin_Watt's solution](#)

563.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Sin_Watt's solution](#)

564.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sin_Watt's solution](#)

565.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[Sin_Watt's solution](#)

566.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Sin_Watt's solution](#)

567.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sin_Watt's solution](#)

568.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sin_Watt's solution](#)

569.

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Sin_Watt's solution](#)

570.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Sin_Watt's solution](#)

571.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Sin_Watt's solution](#)

572.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2024-04-09 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Sin_Watt's solution](#)

573.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[Sin_Watt's solution](#)

574.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Sin_Watt's solution](#)

575.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sin_Watt's solution](#)

576.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Sin_Watt's solution](#)

577.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sin_Watt's solution](#)

578.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Sin_Watt's solution](#)

579.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[Sin_Watt's solution](#)

580.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Sin_Watt's solution](#)

581.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Sin_Watt's solution](#)

582.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Sin_Watt's solution](#)

583.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-03-14 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Sin_Watt's solution](#)

584.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Sin_Watt's solution](#)

585.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Sin_Watt's solution](#)

586.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Sin_Watt's solution](#)

587.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Sin_Watt's solution](#)

588.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sin_Watt's solution](#)

589.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sin_Watt's solution](#)

590.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Sin_Watt's solution](#)

591.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Sin_Watt's solution](#)

592.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Sin_Watt's solution](#)

593.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sin_Watt's solution](#)

594.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sin_Watt's solution](#)

595.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Sin_Watt's solution](#)

596.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Sin_Watt's solution](#)

597.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Sin_Watt's solution](#)

598.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[Sin_Watt's solution](#)

599.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[Sin_Watt's solution](#)

600.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Sin_Watt's solution](#)

601.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Sin_Watt's solution](#)

602.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Sin_Watt's solution](#)

603.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Sin_Watt's solution](#)

604.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Sin_Watt's solution](#)

605.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Sin_Watt's solution](#)

606.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Sin_Watt's solution](#)

607.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Sin_Watt's solution](#)

608.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Sin_Watt's solution](#)

609.

1580B

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

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Sin_Watt's solution](#)

610.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Sin_Watt's solution](#)

611.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Sin_Watt's solution](#)

612.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Sin_Watt's solution](#)

613.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Sin_Watt's solution](#)

614.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Sin_Watt's solution](#)

615.

2022E2

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

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Sin_Watt's solution](#)

616.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing

[Sin_Watt's solution](#)

617.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sin_Watt's solution](#)

618.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Sin_Watt's solution](#)

619.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-11-10 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Sin_Watt's solution](#)

620.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Sin_Watt's solution](#)

621.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Sin_Watt's solution](#)

622.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[Sin_Watt's solution](#)

623.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Sin_Watt's solution](#)

624.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Sin_Watt's solution](#)

625.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Sin_Watt's solution](#)

626.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Sin_Watt's solution](#)

627.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Sin_Watt's solution](#)

628.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Sin_Watt's solution](#)

629.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sin_Watt's solution](#)

630.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[Sin_Watt's solution](#)

631.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Sin_Watt's solution](#)

632.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Sin_Watt's solution](#)

633.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Sin_Watt's solution](#)

634.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Sin_Watt's solution](#)

635.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Sin_Watt's solution](#)

636.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sin_Watt's solution](#)

637.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Sin_Watt's solution](#)

638.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Sin_Watt's solution](#)

639.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings

[Sin_Watt's solution](#)

640.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Sin_Watt's solution](#)

641.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Sin_Watt's solution](#)

642.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[Sin_Watt's solution](#)

643.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Sin_Watt's solution](#)

644.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Sin_Watt's solution](#)

645.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Sin_Watt's solution](#)

646.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Sin_Watt's solution](#)

647.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Sin_Watt's solution](#)

648.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-06-11 · last AC: 2025-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Sin_Watt's solution](#)

649.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Sin_Watt's solution](#)

650.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Sin_Watt's solution](#)

651.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities

[Sin_Watt's solution](#)

652.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Sin_Watt's solution](#)

653.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Sin_Watt's solution](#)

654.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Sin_Watt's solution](#)

655.

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Sin_Watt's solution](#)

656.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive
[Sin_Watt's solution](#)

657.

1866E

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

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Sin_Watt's solution](#)

658.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[Sin_Watt's solution](#)

659.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[Sin_Watt's solution](#)

660.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[Sin_Watt's solution](#)

661.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[Sin_Watt's solution](#)

662.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[Sin_Watt's solution](#)

663.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[Sin_Watt's solution](#)

664.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[Sin_Watt's solution](#)

665.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, math
[Sin_Watt's solution](#)

666.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[Sin_Watt's solution](#)

667.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Sin_Watt's solution](#)

668.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Sin_Watt's solution](#)

669.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Sin_Watt's solution](#)

670.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sin_Watt's solution](#)

671.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Sin_Watt's solution](#)

672.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Sin_Watt's solution](#)

673.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Sin_Watt's solution](#)

674.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Sin_Watt's solution](#)

675.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[Sin_Watt's solution](#)

676.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Sin_Watt's solution](#)

677.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[Sin_Watt's solution](#)

678.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings
[Sin_Watt's solution](#)

679.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[Sin_Watt's solution](#)

680.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees
[Sin_Watt's solution](#)

681.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
[Sin_Watt's solution](#)

682.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[Sin_Watt's solution](#)

683.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
[Sin_Watt's solution](#)

684.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[Sin_Watt's solution](#)

685.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities
[Sin_Watt's solution](#)

686.

671C

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

Quality: 780 global accepts · Rating: 2800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory
[Sin_Watt's solution](#)

687.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
[Sin_Watt's solution](#)

688.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Sin_Watt's solution](#)

689.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Sin_Watt's solution](#)

690.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[Sin_Watt's solution](#)

691.

1697F

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

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Sin_Watt's solution](#)

692.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[Sin_Watt's solution](#)

693.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Sin_Watt's solution](#)

694.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Sin_Watt's solution](#)

695.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Sin_Watt's solution](#)

696.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Sin_Watt's solution](#)

697.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Sin_Watt's solution](#)

698.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Sin_Watt's solution](#)

699.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Sin_Watt's solution](#)

700.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Sin_Watt's solution](#)

701.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Sin_Watt's solution](#)

702.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Sin_Watt's solution](#)

703.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Sin_Watt's solution](#)

704.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Sin_Watt's solution](#)

705.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Sin_Watt's solution](#)

706.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Sin_Watt's solution](#)

707.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Sin_Watt's solution](#)

708.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Sin_Watt's solution](#)

709.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Sin_Watt's solution](#)

710.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sin_Watt's solution](#)

711.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Sin_Watt's solution](#)

712.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Sin_Watt's solution](#)

713.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Sin_Watt's solution](#)

714.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Sin_Watt's solution](#)

715.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Sin_Watt's solution](#)

716.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Sin_Watt's solution](#)

717.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers

[Sin_Watt's solution](#)

718.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Sin_Watt's solution](#)

719.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Sin_Watt's solution](#)

720.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Sin_Watt's solution](#)

721.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Sin_Watt's solution](#)

722.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Sin_Watt's solution](#)

723.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Sin_Watt's solution](#)

724.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Sin_Watt's solution](#)

725.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[Sin_Watt's solution](#)

726.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy

[Sin_Watt's solution](#)

727.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Sin_Watt's solution](#)

728.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Sin_Watt's solution](#)

729.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Sin_Watt's solution](#)

730.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Sin_Watt's solution](#)

731.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Sin_Watt's solution](#)

732.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Sin_Watt's solution](#)

733.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Sin_Watt's solution](#)

734.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Sin_Watt's solution](#)

735.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Sin_Watt's solution](#)

736.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Sin_Watt's solution](#)

737.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Sin_Watt's solution](#)

738.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Sin_Watt's solution](#)

739.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Sin_Watt's solution](#)

740.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Sin_Watt's solution](#)

741.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Sin_Watt's solution](#)

742.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[Sin_Watt's solution](#)

743.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Sin_Watt's solution](#)

744.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Sin_Watt's solution](#)

745.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[Sin_Watt's solution](#)

746.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Sin_Watt's solution](#)

747.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Sin_Watt's solution](#)

748.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Sin_Watt's solution](#)

749.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Sin_Watt's solution](#)

750.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[Sin_Watt's solution](#)

751.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Sin_Watt's solution](#)

752.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Sin_Watt's solution](#)

753.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Sin_Watt's solution](#)

754.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Sin_Watt's solution](#)

755.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Sin_Watt's solution](#)

756.

750G

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

Quality: 525 global accepts · Rating: 3200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Sin_Watt's solution](#)

757.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Sin_Watt's solution](#)

758.

1495E

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

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Sin_Watt's solution](#)

759.

1799H

[Tree Cutting](#) · [Tutorial](#)

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760.

487E

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Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

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761.

2122G

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762.

1750G

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763.

1718D

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764.

1610G

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765.

906E

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766.

1844H

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767.

1515I

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768.

1784F

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Quality: 364 global accepts · Rating: 3400 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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769.

1097E

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770.

1119F

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771.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-06-23 · last AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Sin_Watt's solution](#)

772.

1637H

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Quality: 572 global accepts · Rating: 3500 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Sin_Watt's solution](#)

773.

105887J

[RGB h](#) [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sin_Watt's solution](#)

774.

105887B

[R](#) [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sin_Watt's solution](#)

775.

105887C

[S:WDR](#) [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sin_Watt's solution](#)

776.

105887H

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Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Sin_Watt's solution](#)

777.

105887L

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Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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778.

105887A

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779.

105887F

[bZ](#) [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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781.

2095H

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Quality: 840 global accepts · Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: *special, fft, math

[Sin_Watt's solution](#)

782.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Sin_Watt's solution](#)

783.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Sin_Watt's solution](#)

784.

2095F

[IS Cæb-0B\\$abCVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, math

[Sin_Watt's solution](#)

785.

102394H

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Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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786.

103438H

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Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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787.

103371K

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