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Unique solved — SleeplessSouris

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

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Count: 481

1.

2211A

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Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SleeplessSouris's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,683 global accepts · Rating: 800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

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4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

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7.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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8.

2157A

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Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[SleeplessSouris's solution](#)

9.

2084A

[Max and Mod](#) · [Tutorial](#)

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10.

2002A

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11.

1942A

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12.

1731A

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13.

1767B

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14.

1767A

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15.

1762A

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16.

1562A

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17.

1773F

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18.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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19.

1592A

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20.

1553A

[Digits Sum](#) · [Tutorial](#)

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21.

1740B

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22.

1740A

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23.

1746B

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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

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24.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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25.

1738A

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26.

1616A

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27.

1715A

[Crossmarket](#) · [Tutorial](#)

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28.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

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29.

1716B

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30.

1716A

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31.

1704A

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32.

1709A

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33.

1706A

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34.

1705A

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35.

1701B

[Permutation](#) · [Tutorial](#)

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36.

1701A

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37.

1699A

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38.

1698B

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39.

1698A

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40.

1695A

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41.

1670A

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42.

1673A

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43.

1672B

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44.

1672A

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45.

1669B

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46.

1669C

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47.

1669A

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48.

1668A

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49.

1665A

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Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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50.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

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51.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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52.

2157B

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Quality: 12,874 global accepts · Rating: 900 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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53.

1951A

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54.

1610A

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55.

1709B

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56.

1705B

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Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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57.

1699B

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58.

1679A

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59.

1668B

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60.

1665B

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1624B

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62.

2002B

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63.

1562B

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64.

1765E

[Exchange](#) · [Tutorial](#)

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65.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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66.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SleeplessSouris's solution](#)

67.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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68.

1704B

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[SleeplessSouris's solution](#)

69.

1695B

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Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[SleeplessSouris's solution](#)

70.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SleeplessSouris's solution](#)

71.

2211B

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Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[SleeplessSouris's solution](#)

72.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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73.

2084B

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74.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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75.

1731B

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76.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
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77.

1610B

[Kalindrome Array](#) · [Tutorial](#)

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78.

1616B

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Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[SleeplessSouris's solution](#)

79.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
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80.

1670B

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81.

1673B

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Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
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82.

1672C

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Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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83.

1669D

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84.

1669F

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85.

1624C

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86.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

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87.

2178C

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Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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88.

1934B

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Quality: 22,014 global accepts · Rating: 1200 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[SleeplessSouris's solution](#)

89.

59B

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Quality: 7,952 global accepts · Rating: 1200 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

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90.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,948 global accepts · Rating: 1200 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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91.

2174A

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Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

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92.

2002C

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Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

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93.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

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94.

1592B

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- 95.**
1553C
[Penalty](#) · [Tutorial](#)
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- 96.**
1738B
[Prefix Sum Addicts](#) · [Tutorial](#)
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- 98.**
1704C
[Virus](#) · [Tutorial](#)
Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[SleeplessSouris's solution](#)
- 99.**
1679B
[Stone Age Problem](#) · [Tutorial](#)
Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[SleeplessSouris's solution](#)
- 100.**
1669E
[2-Letter Strings](#) · [Tutorial](#)
Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings
[SleeplessSouris's solution](#)
- 101.**
1669G
[Fall Down](#) · [Tutorial](#)
Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[SleeplessSouris's solution](#)
- 102.**
2211C1
[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)
Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[SleeplessSouris's solution](#)
- 103.**
2201A1
[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)
Quality: 11,052 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[SleeplessSouris's solution](#)
- 104.**
2187A
[Restricted Sorting](#) · [Tutorial](#)
Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[SleeplessSouris's solution](#)
- 105.**
2101A
[Mex in the Grid](#) · [Tutorial](#)
Quality: 13,429 global accepts · Rating: 1300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation

[SleeplessSouris's solution](#)

106.

1555B

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Quality: 17,249 global accepts · Rating: 1300 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force

[SleeplessSouris's solution](#)

107.

1090A

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Quality: 4,938 global accepts · Rating: 1300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SleeplessSouris's solution](#)

108.

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

[SleeplessSouris's solution](#)

109.

1943A

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Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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110.

1553B

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Quality: 15,481 global accepts · Rating: 1300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[SleeplessSouris's solution](#)

111.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SleeplessSouris's solution](#)

112.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[SleeplessSouris's solution](#)

113.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[SleeplessSouris's solution](#)

114.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[SleeplessSouris's solution](#)

115.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[SleeplessSouris's solution](#)

116.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[SleeplessSouris's solution](#)

117.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[SleeplessSouris's solution](#)

118.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SleeplessSouris's solution](#)

119.

2097A

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Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[SleeplessSouris's solution](#)

120.

2084C

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Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SleeplessSouris's solution](#)

121.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[SleeplessSouris's solution](#)

122.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[SleeplessSouris's solution](#)

123.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[SleeplessSouris's solution](#)

124.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[SleeplessSouris's solution](#)

125.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[SleeplessSouris's solution](#)

126.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[SleeplessSouris's solution](#)

127.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[SleeplessSouris's solution](#)

128.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SleeplessSouris's solution](#)

129.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[SleeplessSouris's solution](#)

130.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[SleeplessSouris's solution](#)

131.

1670C

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Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[SleeplessSouris's solution](#)

132.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[SleeplessSouris's solution](#)

133.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[SleeplessSouris's solution](#)

134.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SleeplessSouris's solution](#)

135.

649C

[A05D10D\\$L D4AC >C\\$8C•](#)

Quality: 558 global accepts · Rating: 1500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SleeplessSouris's solution](#)

136.

1767D

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Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[SleeplessSouris's solution](#)

137.

1562C

[Rings](#) · [Tutorial](#)

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[SleeplessSouris's solution](#)

138.

1765K

[Torus Path](#) · [Tutorial](#)

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[SleeplessSouris's solution](#)

139.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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140.

1553D

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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers

[SleeplessSouris's solution](#)

141.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[SleeplessSouris's solution](#)

142.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SleeplessSouris's solution](#)

143.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

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144.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[SleeplessSouris's solution](#)

145.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SleeplessSouris's solution](#)

146.

1673C

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Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[SleeplessSouris's solution](#)

147.

1659C

[Line Empire](#) · [Tutorial](#)

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[SleeplessSouris's solution](#)

148.

2207C

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Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[SleeplessSouris's solution](#)

149.

2207B

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Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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150.

2157D

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Quality: 6,007 global accepts · Rating: 1600 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[SleeplessSouris's solution](#)

151.

2084D

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Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

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152.

1753B

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153.

1610C

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154.

1707A

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155.

1698D

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156.

1665C

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157.

2215A

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158.

2201B

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159.

2201A2

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160.

2178D

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161.

1313B

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162.

2006A

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Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

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163.

1942C2

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

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164.

1879D

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165.

1731D

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166.

1731C

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167.

1562D1

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168.

1765D

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169.

1592C

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170.

1479A

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171.

1709D

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172.

1699C

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173.

1695C

[Zero Path](#) · [Tutorial](#)

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174.

2211C2

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Quality: 3,675 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

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175.

2187B

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Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[SleeplessSouris's solution](#)

176.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[SleeplessSouris's solution](#)

177.

2101B

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178.

2006B

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

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179.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[SleeplessSouris's solution](#)

180.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[SleeplessSouris's solution](#)

181.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[SleeplessSouris's solution](#)

182.

1713D

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Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[SleeplessSouris's solution](#)

183.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[SleeplessSouris's solution](#)

184.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[SleeplessSouris's solution](#)

185.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[SleeplessSouris's solution](#)

186.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
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187.

366C

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Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp
[SleeplessSouris's solution](#)

188.

1647D

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Quality: 5,701 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
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189.

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[SleeplessSouris's solution](#)

190.

2180D

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Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[SleeplessSouris's solution](#)

191.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[SleeplessSouris's solution](#)

192.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[SleeplessSouris's solution](#)

193.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
[SleeplessSouris's solution](#)

194.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[SleeplessSouris's solution](#)

195.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths
[SleeplessSouris's solution](#)

196.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[SleeplessSouris's solution](#)

197.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[SleeplessSouris's solution](#)

198.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SleeplessSouris's solution](#)

199.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[SleeplessSouris's solution](#)

200.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[SleeplessSouris's solution](#)

201.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[SleeplessSouris's solution](#)

202.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[SleeplessSouris's solution](#)

203.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SleeplessSouris's solution](#)

204.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[SleeplessSouris's solution](#)

205.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[SleeplessSouris's solution](#)

206.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy,

math, sortings, two pointers

[SleeplessSouris's solution](#)

207.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[SleeplessSouris's solution](#)

208.

1673D

[Lost Arithmetic Progression · Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[SleeplessSouris's solution](#)

209.

1659D

[Reverse Sort Sum · Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[SleeplessSouris's solution](#)

210.

1624G

[MinOr Tree · Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[SleeplessSouris's solution](#)

211.

2215B

[RReppeettiitiiioonn · Tutorial](#)

Quality: 1,008 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[SleeplessSouris's solution](#)

212.

2201C

[Rigged Bracket Sequence · Tutorial](#)

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[SleeplessSouris's solution](#)

213.

2178E

[Flatten or Concatenate · Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[SleeplessSouris's solution](#)

214.

1574D

[The Strongest Build · Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[SleeplessSouris's solution](#)

215.

2158D

[Palindrome Flipping · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[SleeplessSouris's solution](#)

216.

1951E

[No Palindromes · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[SleeplessSouris's solution](#)

217.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SleeplessSouris's solution](#)

218.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[SleeplessSouris's solution](#)

219.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[SleeplessSouris's solution](#)

220.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[SleeplessSouris's solution](#)

221.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SleeplessSouris's solution](#)

222.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[SleeplessSouris's solution](#)

223.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[SleeplessSouris's solution](#)

224.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[SleeplessSouris's solution](#)

225.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[SleeplessSouris's solution](#)

226.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[SleeplessSouris's solution](#)

227.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[SleeplessSouris's solution](#)

228.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[SleeplessSouris's solution](#)

229.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SleeplessSouris's solution](#)

230.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[SleeplessSouris's solution](#)

231.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[SleeplessSouris's solution](#)

232.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[SleeplessSouris's solution](#)

233.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[SleeplessSouris's solution](#)

234.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[SleeplessSouris's solution](#)

235.

1668D

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

Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[SleeplessSouris's solution](#)

236.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[SleeplessSouris's solution](#)

237.

2156F1

[Strange Operation \(Easy Version\) · Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[SleeplessSouris's solution](#)

238.

2178F

[Conquer or of Forest · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[SleeplessSouris's solution](#)

239.

2204F

[Sum of Fractions · Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[SleeplessSouris's solution](#)

240.

555C

[Case of Chocolate · Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SleeplessSouris's solution](#)

241.

2207D

[Boxed Like a Fish · Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[SleeplessSouris's solution](#)

242.

2101C

[23 Kingdom · Tutorial](#)

Quality: 2,262 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[SleeplessSouris's solution](#)

243.

425B

[Sereja and Table · Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[SleeplessSouris's solution](#)

244.

1562D2

[Two Hundred Twenty One \(hard version\) · Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[SleeplessSouris's solution](#)

245.

1773B

[BinCoin · Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[SleeplessSouris's solution](#)

246.

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[SleeplessSouris's solution](#)

247.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[SleeplessSouris's solution](#)

248.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[SleeplessSouris's solution](#)

249.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[SleeplessSouris's solution](#)

250.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[SleeplessSouris's solution](#)

251.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[SleeplessSouris's solution](#)

252.

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

[SleeplessSouris's solution](#)

253.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[SleeplessSouris's solution](#)

254.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[SleeplessSouris's solution](#)

255.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[SleeplessSouris's solution](#)

256.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[SleeplessSouris's solution](#)

257.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SleeplessSouris's solution](#)

258.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[SleeplessSouris's solution](#)

259.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[SleeplessSouris's solution](#)

260.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[SleeplessSouris's solution](#)

261.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[SleeplessSouris's solution](#)

262.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[SleeplessSouris's solution](#)

263.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[SleeplessSouris's solution](#)

264.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[SleeplessSouris's solution](#)

265.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[SleeplessSouris's solution](#)

266.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[SleeplessSouris's solution](#)

267.

2174C1

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

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

[SleeplessSouris's solution](#)

268.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[SleeplessSouris's solution](#)

269.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[SleeplessSouris's solution](#)

270.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[SleeplessSouris's solution](#)

271.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[SleeplessSouris's solution](#)

272.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[SleeplessSouris's solution](#)

273.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[SleeplessSouris's solution](#)

274.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SleeplessSouris's solution](#)

275.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[SleeplessSouris's solution](#)

276.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[SleeplessSouris's solution](#)

277.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[SleeplessSouris's solution](#)

278.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[SleeplessSouris's solution](#)

279.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[SleeplessSouris's solution](#)

280.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SleeplessSouris's solution](#)

281.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SleeplessSouris's solution](#)

282.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[SleeplessSouris's solution](#)

283.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[SleeplessSouris's solution](#)

284.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[SleeplessSouris's solution](#)

285.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[SleeplessSouris's solution](#)

286.

2101D

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation,

sortings, two pointers

[SleeplessSouris's solution](#)

287.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[SleeplessSouris's solution](#)

288.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[SleeplessSouris's solution](#)

289.

2174C2

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

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

[SleeplessSouris's solution](#)

290.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[SleeplessSouris's solution](#)

291.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[SleeplessSouris's solution](#)

292.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, interactive

[SleeplessSouris's solution](#)

293.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[SleeplessSouris's solution](#)

294.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[SleeplessSouris's solution](#)

295.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[SleeplessSouris's solution](#)

296.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[SleeplessSouris's solution](#)

297.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[SleeplessSouris's solution](#)

298.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[SleeplessSouris's solution](#)

299.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[SleeplessSouris's solution](#)

300.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[SleeplessSouris's solution](#)

301.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[SleeplessSouris's solution](#)

302.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[SleeplessSouris's solution](#)

303.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[SleeplessSouris's solution](#)

304.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[SleeplessSouris's solution](#)

305.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SleeplessSouris's solution](#)

306.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[SleeplessSouris's solution](#)

307.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[SleeplessSouris's solution](#)

308.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[SleeplessSouris's solution](#)

309.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[SleeplessSouris's solution](#)

310.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SleeplessSouris's solution](#)

311.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SleeplessSouris's solution](#)

312.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, math, matrices

[SleeplessSouris's solution](#)

313.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[SleeplessSouris's solution](#)

314.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[SleeplessSouris's solution](#)

315.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[SleeplessSouris's solution](#)

316.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[SleeplessSouris's solution](#)

317.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees, two pointers

[SleeplessSouris's solution](#)

318.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[SleeplessSouris's solution](#)

319.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[SleeplessSouris's solution](#)

320.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[SleeplessSouris's solution](#)

321.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-07 · last AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[SleeplessSouris's solution](#)

322.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SleeplessSouris's solution](#)

323.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[SleeplessSouris's solution](#)

324.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[SleeplessSouris's solution](#)

325.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math

[SleeplessSouris's solution](#)

326.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[SleeplessSouris's solution](#)

327.

2174F

[Mosaic Tree](#) · [Tutorial](#)

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

[SleeplessSouris's solution](#)

328.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[SleeplessSouris's solution](#)

329.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[SleeplessSouris's solution](#)

330.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[SleeplessSouris's solution](#)

331.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[SleeplessSouris's solution](#)

332.

2211G

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

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[SleeplessSouris's solution](#)

333.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[SleeplessSouris's solution](#)

334.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[SleeplessSouris's solution](#)

335.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SleeplessSouris's solution](#)

336.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[SleeplessSouris's solution](#)

337.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[SleeplessSouris's solution](#)

338.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[SleeplessSouris's solution](#)

339.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2026-02-16 · last AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[SleeplessSouris's solution](#)

340.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[SleeplessSouris's solution](#)

341.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[SleeplessSouris's solution](#)

342.

1987G1

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

Quality: 344 global accepts · Rating: 2900 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[SleeplessSouris's solution](#)

343.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[SleeplessSouris's solution](#)

344.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[SleeplessSouris's solution](#)

345.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[SleeplessSouris's solution](#)

346.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[SleeplessSouris's solution](#)

347.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[SleeplessSouris's solution](#)

348.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SleeplessSouris's solution](#)

349.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SleeplessSouris's solution](#)

350.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[SleeplessSouris's solution](#)

351.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[SleeplessSouris's solution](#)

352.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[SleeplessSouris's solution](#)

353.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[SleeplessSouris's solution](#)

354.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[SleeplessSouris's solution](#)

355.

2068X

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[SleeplessSouris's solution](#)

356.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[SleeplessSouris's solution](#)

357.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[SleeplessSouris's solution](#)

358.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[SleeplessSouris's solution](#)

359.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[SleeplessSouris's solution](#)

360.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[SleeplessSouris's solution](#)

361.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SleeplessSouris's solution](#)

362.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[SleeplessSouris's solution](#)

363.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2026-02-17 · last AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[SleeplessSouris's solution](#)

364.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[SleeplessSouris's solution](#)

365.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[SleeplessSouris's solution](#)

366.

453D

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

Quality: 578 global accepts · Rating: 3000 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[SleeplessSouris's solution](#)

367.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[SleeplessSouris's solution](#)

368.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[SleeplessSouris's solution](#)

369.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[SleeplessSouris's solution](#)

370.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[SleeplessSouris's solution](#)

371.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[SleeplessSouris's solution](#)

372.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[SleeplessSouris's solution](#)

373.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[SleeplessSouris's solution](#)

374.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[SleeplessSouris's solution](#)

375.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[SleeplessSouris's solution](#)

376.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[SleeplessSouris's solution](#)

377.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[SleeplessSouris's solution](#)

378.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[SleeplessSouris's solution](#)

379.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[SleeplessSouris's solution](#)

380.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[SleeplessSouris's solution](#)

381.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[SleeplessSouris's solution](#)

382.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SleeplessSouris's solution](#)

383.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SleeplessSouris's solution](#)

384.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[SleeplessSouris's solution](#)

385.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[SleeplessSouris's solution](#)

386.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[SleeplessSouris's solution](#)

387.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, probabilities, trees

[SleeplessSouris's solution](#)

388.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[SleeplessSouris's solution](#)

389.

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, graphs
[SleeplessSouris's solution](#)

390.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees
[SleeplessSouris's solution](#)

391.

2055F

[Cosmic Divide](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, hashing, math, strings
[SleeplessSouris's solution](#)

392.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[SleeplessSouris's solution](#)

393.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[SleeplessSouris's solution](#)

394.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[SleeplessSouris's solution](#)

395.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math
[SleeplessSouris's solution](#)

396.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[SleeplessSouris's solution](#)

397.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[SleeplessSouris's solution](#)

398.

2159D2

[Inverse Minimum Partition \(Hard Version\) · Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[SleeplessSouris's solution](#)

399.

2157H

[Keygen 3 · Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[SleeplessSouris's solution](#)

400.

566E

[Restoring Map · Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[SleeplessSouris's solution](#)

401.

2190E

[Median Permutation · Tutorial](#)

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[SleeplessSouris's solution](#)

402.

2180F2

[Control Car \(Hard Version\) · Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[SleeplessSouris's solution](#)

403.

1781G

[Diverse Coloring · Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[SleeplessSouris's solution](#)

404.

1984H

[Tower Capturing · Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, geometry

[SleeplessSouris's solution](#)

405.

2207G

[Toothless · Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[SleeplessSouris's solution](#)

406.

2135E1

[Beyond the Palindrome \(Easy Version\) · Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SleeplessSouris's solution](#)

407.

2018E1

[Complex Segments \(Easy Version\) · Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[SleeplessSouris's solution](#)

408.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[SleeplessSouris's solution](#)

409.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[SleeplessSouris's solution](#)

410.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[SleeplessSouris's solution](#)

411.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SleeplessSouris's solution](#)

412.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[SleeplessSouris's solution](#)

413.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[SleeplessSouris's solution](#)

414.

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[SleeplessSouris's solution](#)

415.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[SleeplessSouris's solution](#)

416.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[SleeplessSouris's solution](#)

417.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[SleeplessSouris's solution](#)

418.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[SleeplessSouris's solution](#)

419.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[SleeplessSouris's solution](#)

420.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[SleeplessSouris's solution](#)

421.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[SleeplessSouris's solution](#)

422.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[SleeplessSouris's solution](#)

423.

2080D

[Order Statistics](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search

[SleeplessSouris's solution](#)

424.

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[SleeplessSouris's solution](#)

425.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math

[SleeplessSouris's solution](#)

426.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[SleeplessSouris's solution](#)

427.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[SleeplessSouris's solution](#)

428.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[SleeplessSouris's solution](#)

429.

1097H

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

Quality: 139 global accepts · Rating: 3400 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[SleeplessSouris's solution](#)

430.

843D

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

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[SleeplessSouris's solution](#)

431.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-09 · last AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[SleeplessSouris's solution](#)

432.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[SleeplessSouris's solution](#)

433.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp
[SleeplessSouris's solution](#)

434.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[SleeplessSouris's solution](#)

435.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[SleeplessSouris's solution](#)

436.

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, schedules
[SleeplessSouris's solution](#)

437.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
[SleeplessSouris's solution](#)

438.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games
[SleeplessSouris's solution](#)

439.

2129F1

[Top-K Tracker \(Easy Version\) · Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[SleeplessSouris's solution](#)

440.

2181K

[Knit the Grid · Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, matrices

[SleeplessSouris's solution](#)

441.

2135E2

[Beyond the Palindrome \(Hard Version\) · Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SleeplessSouris's solution](#)

442.

1930I

[Counting Is Fun · Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2026-04-12 · last AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[SleeplessSouris's solution](#)

443.

1916G

[Optimizations From Chelsu · Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[SleeplessSouris's solution](#)

444.

1815F

[OH NO1 \(-2-3-4\) · Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[SleeplessSouris's solution](#)

445.

2077G

[RGB Walking · Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[SleeplessSouris's solution](#)

446.

2062H

[Galaxy Generator · Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[SleeplessSouris's solution](#)

447.

2097F

[Lost Luggage · Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[SleeplessSouris's solution](#)

448.

2206A

[Compare Suffixes · Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[SleeplessSouris's solution](#)

449.

1336E2

[Chiori and Doll Picking \(hard version\) · Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[SleeplessSouris's solution](#)

450.

2211H

[Median Deletion · Tutorial](#)

Quality: 101 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SleeplessSouris's solution](#)

451.

2165F

[Arctic Acquisition · Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SleeplessSouris's solution](#)

452.

2183I1

[Pairs Flipping \(Easy Version\) · Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SleeplessSouris's solution](#)

453.

1824E

[LuoTianyi and Cartridge · Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[SleeplessSouris's solution](#)

454.

1876G

[Clubstep · Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[SleeplessSouris's solution](#)

455.

2159E

[Super-Short-Polynomial-San · Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[SleeplessSouris's solution](#)

456.

2187E

[Doors and Keys · Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[SleeplessSouris's solution](#)

457.

2180G

[Balance · Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[SleeplessSouris's solution](#)

458.

2135F

[To the Infinity · Tutorial](#)

Quality: 247 global accepts · Rating: 3500 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees

[SleeplessSouris's solution](#)

459.

1773L

[Lisa's Sequences · Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SleeplessSouris's solution](#)

460.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[SleeplessSouris's solution](#)

461.

1987G2

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

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[SleeplessSouris's solution](#)

462.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-01-28 · last AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

[SleeplessSouris's solution](#)

463.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[SleeplessSouris's solution](#)

464.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer

[SleeplessSouris's solution](#)

465.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[SleeplessSouris's solution](#)

466.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[SleeplessSouris's solution](#)

467.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[SleeplessSouris's solution](#)

468.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[SleeplessSouris's solution](#)

469.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

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470.

2222C

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Quality: 4,769 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

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471.

2222B

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472.

2222A

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473.

2214J

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474.

2219D

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Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

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475.

2219C

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Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

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476.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

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477.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

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478.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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479.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, games, math

[SleeplessSouris's solution](#)

480.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[SleeplessSouris's solution](#)

481.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[SleeplessSouris's solution](#)