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Unique solved — SoLX

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1918B

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

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

102.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[SoLX's solution](#)

103.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[SoLX's solution](#)

104.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[SoLX's solution](#)

105.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[SoLX's solution](#)

106.

1860A

[Not a Substring](#) · [Tutorial](#)

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

[SoLX's solution](#)

107.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[SoLX's solution](#)

108.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[SoLX's solution](#)

109.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[SoLX's solution](#)

110.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[SoLX's solution](#)

111.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SoLX's solution](#)

112.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[SoLX's solution](#)

113.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[SoLX's solution](#)

114.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SoLX's solution](#)

115.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[SoLX's solution](#)

116.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[SoLX's solution](#)

117.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: strings

[SoLX's solution](#)

118.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[SoLX's solution](#)

119.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[SoLX's solution](#)

120.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[SoLX's solution](#)

121.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[SoLX's solution](#)

122.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SoLX's solution](#)

123.

1877B

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

Rating: 1000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[SoLX's solution](#)

124.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2022-03-26 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[SoLX's solution](#)

125.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SoLX's solution](#)

126.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[SoLX's solution](#)

127.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[SoLX's solution](#)

128.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SoLX's solution](#)

129.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[SoLX's solution](#)

130.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[SoLX's solution](#)

131.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[SoLX's solution](#)

132.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[SoLX's solution](#)

133.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[SoLX's solution](#)

134.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[SoLX's solution](#)

135.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[SoLX's solution](#)

136.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[SoLX's solution](#)

137.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SoLX's solution](#)

138.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[SoLX's solution](#)

139.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,163 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SoLX's solution](#)

140.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[SoLX's solution](#)

141.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[SoLX's solution](#)

142.

1686C

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

Rating: 1100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SoLX's solution](#)

143.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[SoLX's solution](#)

144.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[SoLX's solution](#)

145.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[SoLX's solution](#)

146.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,015 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[SoLX's solution](#)

147.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[SoLX's solution](#)

148.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[SoLX's solution](#)

149.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,894 global accepts · Rating: 1100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[SoLX's solution](#)

150.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[SoLX's solution](#)

151.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[SoLX's solution](#)

152.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[SoLX's solution](#)

153.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[SoLX's solution](#)

154.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[SoLX's solution](#)

155.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[SoLX's solution](#)

156.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[SoLX's solution](#)

157.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[SoLX's solution](#)

158.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[SoLX's solution](#)

159.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[SoLX's solution](#)

160.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,900 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[SoLX's solution](#)

161.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[SoLX's solution](#)

162.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[SoLX's solution](#)

163.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[SoLX's solution](#)

164.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-13 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[SoLX's solution](#)

165.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-13 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SoLX's solution](#)

166.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[SoLX's solution](#)

167.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[SoLX's solution](#)

168.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[SoLX's solution](#)

169.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[SoLX's solution](#)

170.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[SoLX's solution](#)

171.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[SoLX's solution](#)

172.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[SoLX's solution](#)

173.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[SoLX's solution](#)

174.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[SoLX's solution](#)

175.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[SoLX's solution](#)

176.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[SoLX's solution](#)

177.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[SoLX's solution](#)

178.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[SoLX's solution](#)

179.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[SoLX's solution](#)

180.

776B

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

Quality: 25,728 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[SoLX's solution](#)

181.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SoLX's solution](#)

182.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SoLX's solution](#)

183.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[SoLX's solution](#)

184.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[SoLX's solution](#)

185.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[SoLX's solution](#)

186.

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[SoLX's solution](#)

187.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[SoLX's solution](#)

188.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[SoLX's solution](#)

189.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SoLX's solution](#)

190.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SoLX's solution](#)

191.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[SoLX's solution](#)

192.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[SoLX's solution](#)

193.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[SoLX's solution](#)

194.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[SoLX's solution](#)

195.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[SoLX's solution](#)

196.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[SoLX's solution](#)

197.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[SoLX's solution](#)

198.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[SoLX's solution](#)

199.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,840 global accepts · Rating: 1300 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[SoLX's solution](#)

200.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[SoLX's solution](#)

201.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[SoLX's solution](#)

202.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[SoLX's solution](#)

203.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[SoLX's solution](#)

204.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[SoLX's solution](#)

205.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[SoLX's solution](#)

206.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[SoLX's solution](#)

207.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[SoLX's solution](#)

208.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[SoLX's solution](#)

209.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[SoLX's solution](#)

210.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[SoLX's solution](#)

211.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[SoLX's solution](#)

212.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[SoLX's solution](#)

213.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[SoLX's solution](#)

214.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[SoLX's solution](#)

215.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[SoLX's solution](#)

216.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[SoLX's solution](#)

217.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[SoLX's solution](#)

218.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[SoLX's solution](#)

219.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[SoLX's solution](#)

220.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[SoLX's solution](#)

221.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[SoLX's solution](#)

222.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[SoLX's solution](#)

223.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[SoLX's solution](#)

224.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[SoLX's solution](#)

225.

1894C

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

Rating: 1400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[SoLX's solution](#)

226.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[SoLX's solution](#)

227.

1887A1

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

Rating: 1400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[SoLX's solution](#)

228.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation
[SoLX's solution](#)

229.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices
[SoLX's solution](#)

230.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[SoLX's solution](#)

231.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[SoLX's solution](#)

232.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[SoLX's solution](#)

233.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[SoLX's solution](#)

234.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings
[SoLX's solution](#)

235.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[SoLX's solution](#)

236.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[SoLX's solution](#)

237.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[SoLX's solution](#)

238.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[SoLX's solution](#)

239.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[SoLX's solution](#)

240.

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math

[SoLX's solution](#)

241.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[SoLX's solution](#)

242.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[SoLX's solution](#)

243.

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[SoLX's solution](#)

244.

1877D

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

Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[SoLX's solution](#)

245.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[SoLX's solution](#)

246.

1711C

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

Rating: 1500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SoLX's solution](#)

247.

1818C

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

Rating: 1500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[SoLX's solution](#)

248.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[SoLX's solution](#)

249.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[SoLX's solution](#)

250.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[SoLX's solution](#)

251.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SoLX's solution](#)

252.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[SoLX's solution](#)

253.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[SoLX's solution](#)

254.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[SoLX's solution](#)

255.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[SoLX's solution](#)

256.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[SoLX's solution](#)

257.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[SoLX's solution](#)

258.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SoLX's solution](#)

259.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-15 · last AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SoLX's solution](#)

260.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[SoLX's solution](#)

261.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[SoLX's solution](#)

262.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[SoLX's solution](#)

263.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[SoLX's solution](#)

264.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[SoLX's solution](#)

265.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[SoLX's solution](#)

266.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[SoLX's solution](#)

267.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[SoLX's solution](#)

268.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[SoLX's solution](#)

269.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[SoLX's solution](#)

270.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[SoLX's solution](#)

271.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[SoLX's solution](#)

272.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[SoLX's solution](#)

273.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[SoLX's solution](#)

274.

1802C

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

Rating: 1600 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[SoLX's solution](#)

275.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[SoLX's solution](#)

276.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[SoLX's solution](#)

277.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[SoLX's solution](#)

278.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[SoLX's solution](#)

279.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[SoLX's solution](#)

280.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[SoLX's solution](#)

281.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[SoLX's solution](#)

282.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[SoLX's solution](#)

283.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SoLX's solution](#)

284.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[SoLX's solution](#)

285.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[SoLX's solution](#)

286.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[SoLX's solution](#)

287.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[SoLX's solution](#)

288.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[SoLX's solution](#)

289.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[SoLX's solution](#)

290.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[SoLX's solution](#)

291.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[SoLX's solution](#)

292.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[SoLX's solution](#)

293.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[SoLX's solution](#)

294.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[SoLX's solution](#)

295.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[SoLX's solution](#)

296.

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SoLX's solution](#)

297.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[SoLX's solution](#)

298.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[SoLX's solution](#)

299.

1987D

[World is Mine](#) · [Tutorial](#)

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

[SoLX's solution](#)

300.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2024-05-03 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[SoLX's solution](#)

301.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[SoLX's solution](#)

302.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[SoLX's solution](#)

303.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SoLX's solution](#)

304.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[SoLX's solution](#)

305.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-13 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[SoLX's solution](#)

306.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[SoLX's solution](#)

307.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: games

[SoLX's solution](#)

308.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[SoLX's solution](#)

309.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[SoLX's solution](#)

310.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[SoLX's solution](#)

311.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[SoLX's solution](#)

312.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[SoLX's solution](#)

313.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[SoLX's solution](#)

314.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[SoLX's solution](#)

315.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[SoLX's solution](#)

316.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[SoLX's solution](#)

317.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[SoLX's solution](#)

318.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[SoLX's solution](#)

319.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[SoLX's solution](#)

320.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[SoLX's solution](#)

321.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[SoLX's solution](#)

322.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[SoLX's solution](#)

323.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[SoLX's solution](#)

324.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[SoLX's solution](#)

325.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[SoLX's solution](#)

326.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2022-08-12 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[SoLX's solution](#)

327.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[SoLX's solution](#)

328.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2025-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

dp, greedy, sortings, trees

[SoLX's solution](#)

329.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[SoLX's solution](#)

330.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[SoLX's solution](#)

331.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[SoLX's solution](#)

332.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[SoLX's solution](#)

333.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[SoLX's solution](#)

334.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[SoLX's solution](#)

335.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[SoLX's solution](#)

336.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[SoLX's solution](#)

337.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[SoLX's solution](#)

338.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[SoLX's solution](#)

339.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[SoLX's solution](#)

340.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[SoLX's solution](#)

341.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[SoLX's solution](#)

342.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SoLX's solution](#)

343.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[SoLX's solution](#)

344.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[SoLX's solution](#)

345.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SoLX's solution](#)

346.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[SoLX's solution](#)

347.

1649E

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

Rating: 1900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[SoLX's solution](#)

348.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
[SoLX's solution](#)

349.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
[SoLX's solution](#)

350.

1153D

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

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2022-11-16 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[SoLX's solution](#)

351.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[SoLX's solution](#)

352.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings
[SoLX's solution](#)

353.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[SoLX's solution](#)

354.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory
[SoLX's solution](#)

355.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities
[SoLX's solution](#)

356.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[SoLX's solution](#)

357.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp
[SoLX's solution](#)

358.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[SoLX's solution](#)

359.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[SoLX's solution](#)

360.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SoLX's solution](#)

361.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[SoLX's solution](#)

362.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[SoLX's solution](#)

363.

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[SoLX's solution](#)

364.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SoLX's solution](#)

365.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-25 · last AC: 2024-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[SoLX's solution](#)

366.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[SoLX's solution](#)

367.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-15 · last AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[SoLX's solution](#)

368.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[SoLX's solution](#)

369.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[SoLX's solution](#)

370.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[SoLX's solution](#)

371.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[SoLX's solution](#)

372.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[SoLX's solution](#)

373.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[SoLX's solution](#)

374.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[SoLX's solution](#)

375.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[SoLX's solution](#)

376.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[SoLX's solution](#)

377.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[SoLX's solution](#)

378.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[SoLX's solution](#)

379.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[SoLX's solution](#)

380.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[SoLX's solution](#)

381.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[SoLX's solution](#)

382.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[SoLX's solution](#)

383.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[SoLX's solution](#)

384.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[SoLX's solution](#)

385.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[SoLX's solution](#)

386.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2023-10-05 · last AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[SoLX's solution](#)

387.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-06-12 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[SoLX's solution](#)

388.

1864E

[Guess Game](#) · [Tutorial](#)

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

[SoLX's solution](#)

389.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[SoLX's solution](#)

390.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SoLX's solution](#)

391.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[SoLX's solution](#)

392.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[SoLX's solution](#)

393.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[SoLX's solution](#)

394.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SoLX's solution](#)

395.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[SoLX's solution](#)

396.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[SoLX's solution](#)

397.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[SoLX's solution](#)

398.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-09-24 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[SoLX's solution](#)

399.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[SoLX's solution](#)

400.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[SoLX's solution](#)

401.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[SoLX's solution](#)

402.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[SoLX's solution](#)

403.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[SoLX's solution](#)

404.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[SoLX's solution](#)

405.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[SoLX's solution](#)

406.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[SoLX's solution](#)

407.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[SoLX's solution](#)

408.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[SoLX's solution](#)

409.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[SoLX's solution](#)

410.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[SoLX's solution](#)

411.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SoLX's solution](#)

412.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-13 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[SoLX's solution](#)

413.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[SoLX's solution](#)

414.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[SoLX's solution](#)

415.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[SoLX's solution](#)

416.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[SoLX's solution](#)

417.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
[SoLX's solution](#)

418.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[SoLX's solution](#)

419.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[SoLX's solution](#)

420.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
[SoLX's solution](#)

421.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[SoLX's solution](#)

422.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[SoLX's solution](#)

423.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
[SoLX's solution](#)

424.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[SoLX's solution](#)

425.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[SoLX's solution](#)

426.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[SoLX's solution](#)

427.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[SoLX's solution](#)

428.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[SoLX's solution](#)

429.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SoLX's solution](#)

430.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[SoLX's solution](#)

431.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers

[SoLX's solution](#)

432.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[SoLX's solution](#)

433.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[SoLX's solution](#)

434.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[SoLX's solution](#)

435.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[SoLX's solution](#)

436.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[SoLX's solution](#)

437.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[SoLX's solution](#)

438.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, probabilities

[SoLX's solution](#)

439.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[SoLX's solution](#)

440.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SoLX's solution](#)

441.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[SoLX's solution](#)

442.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[SoLX's solution](#)

443.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[SoLX's solution](#)

444.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[SoLX's solution](#)

445.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[SoLX's solution](#)

446.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[SoLX's solution](#)

447.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[SoLX's solution](#)

448.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[SoLX's solution](#)

449.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[SoLX's solution](#)

450.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[SoLX's solution](#)

451.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[SoLX's solution](#)

452.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[SoLX's solution](#)

453.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[SoLX's solution](#)

454.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[SoLX's solution](#)

455.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SoLX's solution](#)

456.

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, trees

[SoLX's solution](#)

457.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[SoLX's solution](#)

458.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[SoLX's solution](#)

459.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[SoLX's solution](#)

460.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SoLX's solution](#)

461.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[SoLX's solution](#)

462.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[SoLX's solution](#)

463.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[SoLX's solution](#)

464.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SoLX's solution](#)

465.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[SoLX's solution](#)

466.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[SoLX's solution](#)

467.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[SoLX's solution](#)

468.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[SoLX's solution](#)

469.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-09-16 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[SoLX's solution](#)

470.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-09-16 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[SoLX's solution](#)

471.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-09-13 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[SoLX's solution](#)

472.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-09-16 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[SoLX's solution](#)

473.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-09-13 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[SoLX's solution](#)

474.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[SoLX's solution](#)

475.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[SoLX's solution](#)

476.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[SoLX's solution](#)

477.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[SoLX's solution](#)

478.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[SoLX's solution](#)

479.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[SoLX's solution](#)

480.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[SoLX's solution](#)

481.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[SoLX's solution](#)

482.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[SoLX's solution](#)

483.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[SoLX's solution](#)

484.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[SoLX's solution](#)

485.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SoLX's solution](#)

486.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[SoLX's solution](#)

487.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[SoLX's solution](#)

488.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[SoLX's solution](#)

489.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[SoLX's solution](#)

490.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[SoLX's solution](#)

491.

884F

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

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[SoLX's solution](#)

492.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · last AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[SoLX's solution](#)

493.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[SoLX's solution](#)

494.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SoLX's solution](#)

495.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[SoLX's solution](#)

496.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[SoLX's solution](#)

497.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[SoLX's solution](#)

498.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[SoLX's solution](#)

499.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[SoLX's solution](#)

500.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[SoLX's solution](#)

501.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[SoLX's solution](#)

502.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[SoLX's solution](#)

503.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[SoLX's solution](#)

504.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[SoLX's solution](#)

505.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[SoLX's solution](#)

506.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[SoLX's solution](#)

507.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[SoLX's solution](#)

508.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[SoLX's solution](#)

509.

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[SoLX's solution](#)

510.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[SoLX's solution](#)

511.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[SoLX's solution](#)

512.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[SoLX's solution](#)

513.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[SoLX's solution](#)

514.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, interactive, math

[SoLX's solution](#)

515.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[SoLX's solution](#)

516.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[SoLX's solution](#)

517.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[SoLX's solution](#)

518.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-10-10 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[SoLX's solution](#)

519.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[SoLX's solution](#)

520.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[SoLX's solution](#)

521.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[SoLX's solution](#)

522.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SoLX's solution](#)

523.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SoLX's solution](#)

524.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[SoLX's solution](#)

525.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[SoLX's solution](#)

526.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[SoLX's solution](#)

527.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[SoLX's solution](#)

528.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[SoLX's solution](#)

529.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[SoLX's solution](#)

530.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SoLX's solution](#)

531.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[SoLX's solution](#)

532.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[SoLX's solution](#)

533.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[SoLX's solution](#)

534.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SoLX's solution](#)

535.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[SoLX's solution](#)

536.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[SoLX's solution](#)

537.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[SoLX's solution](#)

538.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[SoLX's solution](#)

539.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[SoLX's solution](#)

540.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[SoLX's solution](#)

541.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2024-08-09 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[SoLX's solution](#)

542.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[SoLX's solution](#)

543.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[SoLX's solution](#)

544.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[SoLX's solution](#)

545.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[SoLX's solution](#)

546.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, trees
[SoLX's solution](#)

547.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[SoLX's solution](#)

548.

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[SoLX's solution](#)

549.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing
[SoLX's solution](#)

550.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[SoLX's solution](#)

551.

1957F2

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

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees
[SoLX's solution](#)

552.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees
[SoLX's solution](#)

553.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · last AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[SoLX's solution](#)

554.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[SoLX's solution](#)

555.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
[SoLX's solution](#)

556.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[SoLX's solution](#)

557.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[SoLX's solution](#)

558.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[SoLX's solution](#)

559.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[SoLX's solution](#)

560.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[SoLX's solution](#)

561.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[SoLX's solution](#)

562.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[SoLX's solution](#)

563.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[SoLX's solution](#)

564.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[SoLX's solution](#)

565.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[SoLX's solution](#)

566.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[SoLX's solution](#)

567.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[SoLX's solution](#)

568.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[SoLX's solution](#)

569.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SoLX's solution](#)

570.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[SoLX's solution](#)

571.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SoLX's solution](#)

572.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SoLX's solution](#)

573.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[SoLX's solution](#)

574.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[SoLX's solution](#)

575.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SoLX's solution](#)

576.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings
[SoLX's solution](#)

577.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[SoLX's solution](#)

578.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[SoLX's solution](#)

579.

1852D

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

Quality: 602 global accepts · Rating: 2800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[SoLX's solution](#)

580.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SoLX's solution](#)

581.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[SoLX's solution](#)

582.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[SoLX's solution](#)

583.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[SoLX's solution](#)

584.

1672F2

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

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SoLX's solution](#)

585.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[SoLX's solution](#)

586.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[SoLX's solution](#)

587.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SoLX's solution](#)

588.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[SoLX's solution](#)

589.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[SoLX's solution](#)

590.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[SoLX's solution](#)

591.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SoLX's solution](#)

592.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[SoLX's solution](#)

593.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-04-16 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SoLX's solution](#)

594.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[SoLX's solution](#)

595.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-02-14 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[SoLX's solution](#)

596.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[SoLX's solution](#)

597.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[SoLX's solution](#)

598.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[SoLX's solution](#)

599.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[SoLX's solution](#)

600.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[SoLX's solution](#)

601.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-08-16 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[SoLX's solution](#)

602.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SoLX's solution](#)

603.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows

[SoLX's solution](#)

604.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[SoLX's solution](#)

605.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[SoLX's solution](#)

606.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[SoLX's solution](#)

607.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: strings

[SoLX's solution](#)

608.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[SoLX's solution](#)

609.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[SoLX's solution](#)

610.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[SoLX's solution](#)

611.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[SoLX's solution](#)

612.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[SoLX's solution](#)

613.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[SoLX's solution](#)

614.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[SoLX's solution](#)

615.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[SoLX's solution](#)

616.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[SoLX's solution](#)

617.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: flows

[SoLX's solution](#)

618.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-07-18 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[SoLX's solution](#)

619.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[SoLX's solution](#)

620.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[SoLX's solution](#)

621.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[SoLX's solution](#)

622.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[SoLX's solution](#)

623.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[SoLX's solution](#)

624.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[SoLX's solution](#)

625.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[SoLX's solution](#)

626.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[SoLX's solution](#)

627.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[SoLX's solution](#)

628.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-03-18 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[SoLX's solution](#)

629.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[SoLX's solution](#)

630.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[SoLX's solution](#)

631.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[SoLX's solution](#)

632.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[SoLX's solution](#)

633.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[SoLX's solution](#)

634.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[SoLX's solution](#)

635.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SoLX's solution](#)

636.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[SoLX's solution](#)

637.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[SoLX's solution](#)

638.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[SoLX's solution](#)

639.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-12-12 · last AC: 2024-04-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[SoLX's solution](#)

640.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-04-12 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[SoLX's solution](#)

641.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[SoLX's solution](#)

642.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[SoLX's solution](#)

643.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[SoLX's solution](#)

644.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[SoLX's solution](#)

645.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[SoLX's solution](#)

646.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[SoLX's solution](#)

647.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-09-06 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SoLX's solution](#)

648.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[SoLX's solution](#)

649.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[SoLX's solution](#)

650.

2097E

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

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[SoLX's solution](#)

651.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[SoLX's solution](#)

652.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[SoLX's solution](#)

653.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SoLX's solution](#)

654.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[SoLX's solution](#)

655.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[SoLX's solution](#)

656.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[SoLX's solution](#)

657.

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[SoLX's solution](#)

658.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[SoLX's solution](#)

659.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[SoLX's solution](#)

660.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[SoLX's solution](#)

661.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[SoLX's solution](#)

662.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-02-05 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[SoLX's solution](#)

663.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[SoLX's solution](#)

664.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[SoLX's solution](#)

665.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SoLX's solution](#)

666.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities

[SoLX's solution](#)

667.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu,

trees

[SoLX's solution](#)

668.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[SoLX's solution](#)

669.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[SoLX's solution](#)

670.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[SoLX's solution](#)

671.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[SoLX's solution](#)

672.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SoLX's solution](#)

673.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[SoLX's solution](#)

674.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[SoLX's solution](#)

675.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[SoLX's solution](#)

676.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[SoLX's solution](#)

677.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[SoLX's solution](#)

678.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, trees

[SoLX's solution](#)

679.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: strings, two pointers

[SoLX's solution](#)

680.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[SoLX's solution](#)

681.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[SoLX's solution](#)

682.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[SoLX's solution](#)

683.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[SoLX's solution](#)

684.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[SoLX's solution](#)

685.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs

[SoLX's solution](#)

686.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing

[SoLX's solution](#)

687.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2023-08-10 · last AC: 2025-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, trees

[SoLX's solution](#)

688.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp
[SoLX's solution](#)

689.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[SoLX's solution](#)

690.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[SoLX's solution](#)

691.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[SoLX's solution](#)

692.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer
[SoLX's solution](#)

693.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs
[SoLX's solution](#)

694.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[SoLX's solution](#)

695.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing
[SoLX's solution](#)

696.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[SoLX's solution](#)

697.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[SoLX's solution](#)

698.

1368H1

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

Quality: 456 global accepts · Rating: 3300 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[SoLX's solution](#)

699.

1063F

[String Journey · Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures
[SoLX's solution](#)

700.

986F

[Oppa Funcan Style Remastered · Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[SoLX's solution](#)

701.

576E

[Painting Edges · Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[SoLX's solution](#)

702.

2053G

[Naive String Splits · Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings
[SoLX's solution](#)

703.

833E

[Caramel Clouds · Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2024-02-20 · last AC: 2025-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings
[SoLX's solution](#)

704.

1060G

[Balls and Pockets · Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[SoLX's solution](#)

705.

1764H

[Doremy's Paint 2 · Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[SoLX's solution](#)

706.

1119F

[Niyaz and Small Degrees · Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2024-05-30 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[SoLX's solution](#)

707.

1483F

[Exam · Tutorial](#)

Rating: 3400 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[SoLX's solution](#)

708.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[SoLX's solution](#)

709.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[SoLX's solution](#)

710.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, trees

[SoLX's solution](#)

711.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[SoLX's solution](#)

712.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[SoLX's solution](#)

713.

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[SoLX's solution](#)

714.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[SoLX's solution](#)

715.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SoLX's solution](#)

716.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[SoLX's solution](#)

717.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[SoLX's solution](#)

718.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[SoLX's solution](#)

719.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[SoLX's solution](#)

720.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[SoLX's solution](#)

721.

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: *special

[SoLX's solution](#)

722.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[SoLX's solution](#)

723.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[SoLX's solution](#)

724.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, trees

[SoLX's solution](#)

725.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math

[SoLX's solution](#)

726.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

727.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

728.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

729.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

730.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

731.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

732.

104369F

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

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

733.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

734.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

735.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

736.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

737.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

738.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

739.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

740.

104369A

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

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

741.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

742.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

743.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

744.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

745.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

746.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

747.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

748.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

749.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

750.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[SoLX's solution](#)

751.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

752.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

753.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

754.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

755.

101190I

[Indiana Jones and the Uniform Cave](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

756.

103371I

[Organizing Colored Sheets](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

757.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[SoLX's solution](#)

758.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: *special

[SoLX's solution](#)

759.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, strings

[SoLX's solution](#)

760.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[SoLX's solution](#)

761.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar,

divide and conquer, trees

[SoLX's solution](#)

762.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SoLX's solution](#)

763.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[SoLX's solution](#)

764.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SoLX's solution](#)

765.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SoLX's solution](#)

766.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SoLX's solution](#)

767.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[SoLX's solution](#)

768.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[SoLX's solution](#)